D&D Miniatures

Errata and Clarifications

August 2, 2007

This document contains the official rules corrections, clarifications, and supplemental rules for the *Dungeons & Dragons Miniatures* Game. This information will be incorporated into future editions of the game rules. As always, we're happy to address specific rules questions; contact www.wizards.com/customerservice.

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Thanks, and good gaming!

Battle Rules Errata

This errata corrects and expands upon the rules contained in the downloadable revised *War Drums*™ rulebook. If you're using an earlier version of the rules, you should check the online and updated rules: http://www.wizards.com/default.asp?x=dnd/mi/20031023x.

Attacks and Damage

Flanking: There is an error in the Flanking diagram on page 12 of the *War Drums* rulebook. In the example with the Huge creature, the four Medium-size creatures below the Huge creature are all one square too far away from the Huge creature. All four of those Medium-size creatures should be adjacent to the Huge creature, one square higher up on the diagram.

Charging: Remove the Line of Sight paragraph on page 14. A creature is not prevented from charging if it does not have line of sight to an enemy at the start of its turn. (A charging creature still needs to charge the nearest enemy as usual, and therefore needs to have line of sight to that enemy before charging.)

Command

Command Range and Distance: There is an error in the Command Range and Distance diagram on page 20 of the *War Drums* rulebook. The first sentence should say, "A commander can command followers that can see it or that are within 6 squares."

Spells

Line of Sight and Area Effects: Add the following after the second sentence: "When determining line of sight for this purpose, a line that touches blocking terrain only at the origin of the effect still provides line of sight."

Terrain

Fog and Smoke: The Fog and Smoke rule has been rewritten. See the Alphabetical Reference for the new rule.

Forest: The Forest rule has been rewritten. See the Alphabetical Reference for the new rule.

Pits: The Pits rule has been rewritten. See the Alphabetical Reference for the new rule.

Teleporters: Teleporting does not count as movement for any purpose. Change the sentence that says, "... move to any other teleporter square ..." to "... be placed in any other teleporter square ..." Also, a creature can't teleport into an illegal position (generally a wall square or another creature's space) even if it has movement left. See the Alphabetical Reference for the full new rule.

Glossary

Many glossary entries have been changed for clarity or expanded to cover additional situations. The Alphabetical Reference (that appears later in this document) contains these changes and serves as a replacement for the *War Drums* rulebook glossary.

Supplemental Rules

Most of the following additional rules handle situations not explicitly covered by the rulebook. A few are already covered by the rulebook, but are included here in a more comprehensive format.

How to Win

The victory conditions for a scenario are checked at the end of each creature's activation, and at the end of each round. Do not check the victory conditions at other times. A player can't declare himself the winner in the middle of an activation; the entire activation must be finished before players compare their victory point totals to the victory conditions.

Setup

If it's not possible to fit all of your creatures entirely in your starting area, first fill your starting area as completely as possible. You might have to rearrange some of your creatures in order to fill more available squares. Place any remaining creatures as close as possible to your starting area. These remaining creatures must be placed partially in the starting area until that's no longer possible.

Movement

Actions During Movement: Actions that can take place during movement (including swift actions) can be taken immediately before the first square of movement or immediately after the last square of movement. For example, a flying or incorporeal creature can use its last square of movement to move into an illegal position on a teleporter square, and then teleport during movement to a legal position on some other teleporter square, thus ending its move in a legal position.

Speed: The maximum distance a creature can move is determined based on its speed when that instance of movement begins. Changes to a creature's speed during movement do not affect the distance the creature may move during that instance of movement.

Squeezing Creature's Space: When a creature is squeezing, its space is smaller than it would normally be. A Large squeezing creature counts as being in a square that its base occupies only if that square has line of effect to the creature's center point. A Huge squeezing creature counts as being in a square that its base occupies only if that square has line of effect to the creature's center square.

Charging

If any line traced between the creature's starting space and ending space passes through terrain that slows or prevents movement, or contains a creature (even an ally), the charge is not allowed. If the creature's starting space or destination space contains diagonal wall terrain, you only need to trace clear lines between the non-wall portions of those spaces. The creature can ignore squares that slow movement that it actually occupies when it starts its charge, so long as it leaves those squares with its first square of movement. (In other words, a creature can charge out of difficult terrain so long as none of its move is slowed by difficult terrain.)

Nearest Space Determination: A charging creature must move to the nearest space adjacent to the target of the charge. This space is the space adjacent to the target that has the smallest movement cost for the charging creature to arrive at.

Passing Through Squares: If it becomes important to know exactly which squares a charging creature passes through (such as when the charging creature might provoke an attack of opportunity from an unseen enemy along the way), the charging creature chooses a square-by-square path to the destination space. Any path is legal so long as each square of movement always gets closer (by movement cost) to the destination space.

Teleporting or Changing Location: Teleporters and a few other effects allow a creature to change its location before or during a charge. When determining the nearest enemy for purposes of charging, do not reduce the distance to account for any potential location change.

Teleporting or Changing Location Before Charging: Since the charge doesn't start until after the creature has changed locations, determine the target of the charge and the destination space after the creature changes locations.

Teleporting or Changing Location During a Charge: Determine the target of the charge and the destination space based on the creature's starting location as usual. If the creature's straight path to the target enters a teleporter square, the creature can teleport normally. If the creature has some other ability that allows it to change locations as a swift action, the creature can use that normally. If it is no longer possible for the creature to arrive at the previously determined destination space via a clear, straight path from the creature's new location, the charge is canceled; the creature can finish acting as though it were double moving or moving and attacking as appropriate.

Command

Timing: You determine whether a creature is under command whenever the knowledge is necessary, which includes – but is not limited to – the start of a creature's turn. A creature is under command whenever it meets the criteria outlined in the rules. This means a creature that starts its turn under command might become out of command later in its own turn, or vice versa. Additionally, a creature might become under or out of command on other creatures' turns as commanders move or are destroyed.

"Out of Command" Effects Take Precedence: Effects that put a creature out of command (such as Overbearing Presence and Psychic Scream) trump and effectively prevent all ways for a creature to be under command. Such effects put an affected creature out of command even if it would otherwise be under command.

Cover

When determining Cover for ranged attacks, the attacker chooses a corner of a square in its space; if any line from this corner to any part of the defender's space passes through terrain that blocks line of effect, the defender has cover (merely touching edges is not sufficient to provide cover).

Morale

Routing and Blocked Paths: If enemies block one or more available paths a routing creature could take toward its exit corner, determine the path the routing creature takes using these rules: A routing creature's final location must be the square that is nearest to its exit. Nearness is determined by the movement cost for the routing creature to travel from a given square to one of its exit squares. Just as with walls or other impassible terrain, you must count the cost of going around enemies unless the routing creature has some way to move through them. If a path is blocked, the routing creature must take another path. If enemies block all paths, it moves as far as it can toward what would be the closest square to an exit if there were no enemies. Even if the creature can't move at all, it is still considered to be routing.

Terrain

Battle Map Artwork: The locations of walls and other terrain are not based on minor variations of the battle map artwork. For terrain that takes up whole squares, the terrain is considered to be in a square if the artwork covers the center of that square. Terrain only extends to the nearest grid intersection (or other terrain-specific marker) to the artwork. For example, wall art that goes a little bit beyond or not quite to a grid intersection means the wall goes exactly to the grid intersection.

Diagonal Walls: See Charging.

Market Square, Market Stall: Market Stall squares are considered difficult terrain. A Market Stall square does not provide cover to a creature occupying the square (though the creature might gain cover from other intervening squares; see the Cover entry). Line of sight and line of effect is blocked if the line touches a corner of an intervening Market Stall square or 2 edges of the same intervening Market Stall square. A creature in a Market Stall square can still trace line of sight to creatures and squares in its own space as well as to adjacent creatures and squares. Market Stalls are not considered walls. When determining distances, count through Market Stalls normally. Note that line of effect for a line or area is not blocked by terrain at its origin point (for example, those cases where the origin of such an effect is at the corner of a Market Stall square).

Determining Distances

Some spells and abilities (such as Countersong, *summon* spells, and most Commander Effects) affect creatures within or create effects within a certain number of squares. Unless otherwise specified, you count the distance for a spell or ability

the same way you do for a ranged attack: Take diagonals into account, but not difficult terrain. As with a ranged attack, you can count diagonally past the corners and ends of walls, but you can't count through them. The distance to something is always the shortest distance to it; if your opponent finds a shorter distance, you must use that as the distance.

Movement-related Distances: If the distance has to do with movement (such as the distance to the nearest enemy for purposes of charging), you must count the cost of difficult terrain if the moving creature would be slowed by it.

Big Creatures and Distance: If you are counting to or from a creature that takes up multiple squares, you can start counting to/from any square in that creature's space, but you must always count around walls appropriately to/from the chosen squares.

Distance from a Grid Intersection: Some effects (such as line 12 effects) require you to start counting from a grid intersection on the battle map instead of from a square. In these cases, the distance always starts with 1 diagonal into a square adjacent to that intersection. Thus, the next diagonal will generally count as 2 more squares worth of distance.

Stacking

In general, spells, special abilities and Commander Effects are cumulative (stack) with each other and with other sorts of effects. For example, casting *magic weapon* (touch; attack +1, ignore DR) and *bless* (your warband; attack +1) on the same creature gives that creature a +2 bonus on attacks. If the creature also has Killer Instinct (attack +4 against wounded creatures) and benefits from a Commander Effect that grants melee attack +2, the bonuses stack with the spells for a total of +8 bonus on melee attacks against wounded creatures. The same applies to effects that impose penalties or other harmful conditions. However, some exceptions exist.

Duplicate Spells, Special Abilities, and Commander Effects: No ongoing effect produced by a spell, special ability, or Commander Effect stacks with itself. Use the most extreme effect provided by the duplicate spell, special ability, or Commander Effect. It's okay for multiple different spells or special abilities to each grant melee damage +5 to a creature, but a creature can't get melee damage +10 from two castings of *bull's strength*. Similarly, a second *ray of enfeeblement* spell cast on a creature does not impose any additional penalty. A creature with a named special ability, such as Powerful Charge +5, that gains a more potent version of that ability (Powerful Charge +10) has only the more powerful version (Powerful Charge +10, not Powerful Charge +15).

A creature that is simultaneously subjected to the ongoing effects of more than one identical spell, special ability, or Commander Effect only applies the effects once each time they would apply. (Use the most extreme effect.) For example, if a creature activates adjacent to two enemies that had cast *ring of blades* (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance) on themselves, that creature only takes the damage from one *ring of blades* spell.

Exception: A spell, special ability, or Commander Effect stacks with itself if its description says so explicitly.

Spells with Varying Effects: Spells such as *protection from energy*, *resist energy*, and *specified energy adaptation* allow the caster to choose a different ongoing effect each time the spell is cast. Even though the ongoing effect can be different from that of an earlier casting, it still doesn't stack with an earlier casting of the same spell on the same target. If one of these spells is cast twice on the same target, the target decides (at the time of the casting) whether to keep the effects of the original casting or to replace them with the effects of the new casting. Note, however, that a creature can get Resist 10 Fire from *specified energy adaptation* and Resist 10 Acid from *resist energy*, since those are two different spells.

Spell Versions: Spells with "greater," "lesser," "legion's," "mass," or "swift" as the first word in their names are simply versions of other spells, as are those with metamagic and other descriptive effects such as "empowered," "quickened," and "maximized." Their ongoing effects do not stack with the ongoing effects of their related versions.

Commander Effects: A single follower can benefit from any number of different Commander Effects at the same time, but if more than one grants bonuses to the same statistic, only the largest bonus applies. This is true even if a Commander Effect grants a bonus indirectly via a named ability. For example, the melee damage bonus from a Commander Effect that grants Powerful Charge +10 doesn't stack with the bonus from a Commander Effect that grants melee damage +5 to Fearless followers. Similarly, if more than one grants penalties to the same statistic, only the most severe penalty applies.

Ranged Spells and Special Abilities

Some rules refer to "ranged" spells and special abilities. Ranged spells and special abilities are those that target the nearest enemy or ally. A spell or special ability is ranged if it has one of the following range keywords: range 6, cone,

line 12, and sight. All other spells and special abilities do not count as ranged (those with the range keywords self, touch, your warband, and any warband).

Saves for Damage in addition to Other Effects

Some spells and special abilities (such as *unholy blight* and Whirlwind Blast) deal damage as well as produce other effects. A creature that successfully saves against such an effect takes half damage (or no damage when indicated by the effect) and does not suffer the additional effect.

Controlling an Opponent's Creature

Some effects allow you to take control of an opponent's creature. Some of these rules work differently depending on whether you take control of the creature temporarily (as with Confusion) or permanently (as with *control undead* and Enslave).

Temporary Control: You treat the creature as though it were part of your warband for as long as you control it. It still counts as 1 of your opponent's activations for the phase. Its enemies and allies are effectively reversed, so it can attack creatures in its original warband and cannot attack creatures in your warband. Your opponent's creatures can make attacks of opportunity against it if they wish, but for victory point purposes, you count as the player who eliminated the creature if it is eliminated while under your control.

Permanent Control: The creature actually becomes a member of your warband. You may activate it in the round when control is gained if it still has an activation left to use that round. Victory points are scored as though you had eliminated the creature, and the creature is no longer worth victory points to any other player for any other reason (including being affected by another permanent control effect at a later point in the battle). Because it is now a member of your warband, its enemies and allies are reversed, so it can attack creatures in its original warband and cannot attack creatures in your warband.

Control and Summoned or Created Creatures: Summoned creatures are controlled by the player who controls the summoner at the time of the summoning. In other words, gaining control of a summoner does not also give control of previously summoned creatures. However, the new controller would gain control of any creatures that are summoned while the summoner is under his or her control. The same is true of creatures the controlled creature creates via other effects. As usual, summoned creatures are still eliminated when the summoner is eliminated.

Control and Minions or Required Creatures: A permanent control effect only brings the affected creature into your warband. It does not bring any other associated creatures (such as Minions or other creatures bound to it via the Requires CREATURE ability) into your warband. The associated creatures stay in their original warband unless they happen to be affected by a control effect later. As usual, creatures with the Requires CREATURE ability are still eliminated when the originally chosen creature is eliminated.

Control and Warband Effects: Spells and special abilities with a range of "your warband" that must be explicitly triggered (i.e. cast) benefit the warband that the creature was a member of at the time of use. Other "always on" effects that affect a creature's entire warband (such as Devious Strategist and Morale Booster) affect the warband that the creature is currently a member of.

Optional Effects

Most non-targeted and non-activated effects are automatic and always apply. For example, a creature always benefits from its Resist Fire 10 ability, even when it is helpless. However, effects that say a creature "can" or "may" do something are optional. You may choose not to use them if you wish.

Simultaneous Effects

If several effects happen at the same time, play the effects out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules:

Player's Choice: If several effects apply to one player's creature or creatures, that player determines the order and resolves effects one creature at a time.

Player Whose Creature is Taking a Turn First: If the effects apply to creatures controlled by more than one player, the player whose creature is taking a turn goes first. He or she handles all the effects on his or her creatures, one creature at a time. Next, the player to the left handles effects on his or her creatures, and so on.

Triggered Effects

Many special abilities and spells require you to resolve a triggered effect when an event occurs. These abilities and spells use wording such as, "when X occurs, do Y." Sometimes the triggered effect requires you to begin a new attack sequence (or spell or special ability sequence) that interrupts the current sequence. Pause the current sequence, resolve the triggered attack (or spell or special ability) completely, then continue where you left off with the original sequence. This even allows a creature to make an attack in the middle of some other attack that the creature was already making!

Multiple Triggered Effects: If more than one effect is triggered in response to a particular event, those effects are resolved according to the Simultaneous Effects rule.

"Would" Triggers: A few effects trigger "when X would occur." These effects are resolved before the event actually occurs, and sometimes prevent the specified event from occurring.

Recovering from Multiple "skips next turn" Effects

Certain conditions and special abilities, such as Stun, Paralysis, and Constrict, prevent a creature from acting on its next turn. A creature must recover from each condition or effect one at a time on separate turns. Conditions that make a creature helpless (such as Paralysis) must be removed first, and Stun must always be removed last. Within those constraints, the controlling player can choose any order for attempting to recover from individual conditions or effects.

Effects Based on Creature Names and Creature Types

Some effects only apply to certain kinds of creatures, and most of the time it's clear how to determine whether a creature qualifies. However, if the effect's definition doesn't say whether to look at the creature's type or name to determine whether the creature qualifies, use this rule: If the word used to define the kind of creature is a term that can be found in the creature type statistic, then the term must be in the creature's type for the creature to qualify. Otherwise, the creature qualifies if the term is in its name.

For example, Mina, Dark Cleric's Warband Building commander effect says, "CE Dragons are legal in your warband." Because "Dragon" is a term that appears in the creature type statistic, the Zombie White Dragon cannot be included in her warband. Even though "Dragon" is in the Zombie White Dragon's name, its type does not contain Dragon.

Another example is the Graycloak Ranger's Minions ability, which says, "1 Wolf with cost 5." Because "Wolf" is not a term that appears in the creature type statistic, you look for the word "Wolf" in a creature's name to determine whether it qualifies. Thus, both the Wolf and the Timber Wolf qualify.

Effects based on Creature Names: Some effects apply to creatures with a certain word in their name, such as the Cleric of Dol Arrah's commander effect and the Orog Warlord's Minions ability. For these effects, an exact single-word match is not necessary, nor is matching capitalization.

For example, the Dwarf Axefighter counts as having Fighter in its name, and the Half-Orc Assassin counts as having Orc in its name. However, the word must actually be a word in the name, and not just a fortunate match of the same sequence of letters. For example, even though "Sorcerer" has the letters "orc" in it, the Half-Elf Sorcerer doesn't count as having Orc in its name.

Choosing Creature Types: Some spells and abilities (such as *witchknife greater command* and *bane weapon augmentation*) require you to choose a type of creature as part of the effect. You can choose any single distinct type of creature to affect. You can't choose multiple types to affect with a single use of the spell or ability. The effect can potentially affect any creature (including creatures in your warband) with the chosen type in its type statistic, regardless of whether the creature has additional types in its type statistic.

Sizes and the Mounted keyword are not actually part of the creature's type, and can't be chosen. Similarly, the inclusion of such a keyword in a creature's type statistic does not protect a creature from the effect.

Legal choices include (but are not limited to) "Dragon", "Goblinoid", "Human", "Humanoid", "Kobold", "Magical Beast", "Monstrous Humanoid", "Outsider", "Reptilian", and "Spawn".

Illegal choices include (but are not limited to) "Huge Outsider", "Medium", "Mounted", "Mounted Humanoid", "Large Spawn", "Small", and "Tiny".

Thus, if you choose "Humanoid", the effect could affect Meepo, Dragonlord (Small Humanoid - Kobold - Reptilian), the Cleric of Syreth (Humanoid - Human), the Clawfoot Rider (Mounted Humanoid - Halfling), the Blackguard on Nightmare (Large Mounted Humanoid - Human - Outsider), and the Sorcerer on Black Dragon (Huge Mounted Humanoid - Human - Dragon). That casting would not affect the Whitespawn Hordeling (Small Dragon - Monstrous

Humanoid - Spawn) because Monstrous Humanoid is a different distinct type from Humanoid. (See the Monstrous Humanoid entry for more details.)

Effects Based on Factions

Some effects affect creatures differently based on their faction. For example, the Paladin of Torm's Evil Slayer ability grants a +10 bonus on melee damage against evil creatures. The method for determining whether a creature can be affected depends on the type of battle you are playing.

Normal (Constructed) Battles: In Constructed battles, the first step to building a warband is to choose a faction. All creatures in your warband are considered to match your warband's faction exactly, including creatures that are brought in by WARBAND BUILDING, summon spells and abilities, or otherwise added during play. In other words, if you are playing a Chaotic Evil warband, every creature in your warband is Chaotic Evil for purposes of spells, special abilities, and any other effect. See the entries for chaotic, evil, good, and lawful for more details. For example, a Paladin of Torm would get the bonus damage if a Clay Golem (CG/CE on the card) is part of a Chaotic Evil warband, but not if it is part of a Chaotic Good warband. It would also get the bonus damage against a Medium Earth Elemental (LG on the card) that was summoned into a Lawful Evil warband.

Limited and Out of the Box Battles: In battles where you do not have to choose a single faction for your warband, such as Out of the Box scenarios and many Limited-format events (Sealed & Draft), use each creature's faction as printed on its card for purposes of these kinds of abilities. If a creature can belong to multiple factions, it counts as both. Creatures that could belong to any faction count as having no faction and are not subject to effects that depend on faction. For example, a Paladin of Torm would get the bonus damage against the Clay Golem (CG/CE on the card), since it counts as both Chaotic Good and Chaotic Evil. Similarly, the Paladin would never get the bonus damage against a Medium Earth Elemental (LG on the card) since it is Lawful Good.

Effects Based on Hit Points

Some effects only work on a creature with a specified amount of hp or fewer. These effects are based on the creature's current hp, not its starting hp.

Damage Math Sequence

If multiple effects modify the damage from an attack, spell, special ability, Commander Effect, or anything else, start with effects that apply to the creature causing the damage and finish with effects that apply to the defender, in the following order:

D1. As appropriate, double the base damage for critical hits and melee attacks against helpless creatures. Also double the base damage for doubling effects associated with the acting creature, such as Wild Surge and Wild Magic Aura. If multiple abilities or effects would cause the damage to be doubled, perform each doubling operation in sequence.

D2. Apply all additions to the damage for abilities or effects associated with the creature causing the damage. Examples: Sneak Attack, Smite, Commander Effects that add to damage.

D3. Apply all subtractions associated with the creature causing the damage in whatever order that creature's player desires. If a subtraction effect specifies a minimum and the current result is already less than or equal to the minimum, don't apply the subtraction or its minimum. If an effect specifies a minimum, and the result after that operation is less than the minimum amount, use the minimum as the result of that operation. Examples: Huge Gold Dragon's damage -5 breath weapon, *ray of enfeeblement*.

D4. If applicable, roll the save and reduce damage to half.

D5. Apply all subtractions for abilities associated with the defender in whatever order the creature's player desires. Examples: DR, Resist ENERGY, Adamantine Laced.

D6. Apply any of the defender's abilities that multiply the damage. Example: Vulnerable DAMAGE TYPE.

Example: A Medium Fire Elemental (melee damage 5 + 5 fire) has been affected by a *ray of enfeeblement* (damage -5 [minimum 5]) and benefits from the Drow Cleric of Lolth's Commander Effect ("Followers deal melee damage +5 to flanked creatures."). It gets a critical hit against a flanked Warforged Fighter (Adamantine Laced 5). First, the base damage is doubled because of the critical hit, which brings the total to 10 + 5 fire. Next, the bonus from the Commander Effect is applied, bringing the total to 15 + 5 fire. At this point, the subtraction from *ray of enfeeblement* is applied. Just like additions to damage, untyped subtractions to damage are always the same type as the base damage, so the subtraction must apply to the normal damage. This brings the total to 10 + 5 fire. Now, the Warforged Fighter's only defense (Adamantine Laced 5) is applied, resulting in a final damage of 5 + 5 fire.

Attack Sequence

When attacking, follow these steps in order, triggering effects at each step as necessary. The attack is not considered to be finished until the end of the sequence is reached. As usual, when multiple effects trigger at the same time, the order of resolution is governed by the Simultaneous Effects rule. If a triggered effect eliminates the attacker or the defender, or otherwise prevents the attacker from attacking, skip any later steps that no longer make sense. Although this sequence contains one explicit step where a "would" trigger can occur, "would" triggers can also occur just before any other step in the sequence.

A1. Declare the Attack: If the attacker can choose from among several targets, declare which enemy to attack. Also declare the use of any optional abilities that must be selected before making the attack roll, such as Ranged Precision, Stunning Attack, Smite, and Unavoidable Strike.

A2. Resolve "attacks" Effects: Some effects trigger when a creature attacks, is attacked, or makes an attack, such as Retributive Strike and the Nentyar Hunter's commander effect. A creature that becomes visible during this step still gets the benefits of being invisible (attack +2, the potential for Sneak Attack, and so on) against the target in later steps of this sequence for this attack.

A3. Make the Attack Roll: Roll d20 and add all relevant modifiers. If the result is at least equal to the target's AC, the attack is tentatively a hit.

A4. Resolve abilities that turn hits into misses: Resolve effects can turn hits into misses. Examples include Conceal, Incorporeal, and Defensive Roll. Since Defensive Roll is a declared immediate ability, the target generally declares and resolves it after seeing the results of any Conceal and Incorporeal rolls.

A5. Resolve Rerolls: Some effects allow you to reroll an attack, such as Camaraderie, Lucky, or Reroll Attack. Similarly, some effects require you to make an attack roll twice, such as *Mystra's curse*. Repeat steps A3 and A4 as many times as you need to.

A6. Resolve Bodyguard: If a creature with Bodyguard can take the damage instead of the original target, choose now whether it will do so. This only needs to happen on a hit.

A7. Resolve Natural Die Roll Effects: Some effects trigger on natural 1s, natural 20s, or critical hits. Examples include Construct Lock, the Ghaele Eladrin's commander effect, and Vorpal.

A8. Resolve "hit" or "miss" Effects: Some effects trigger when a creature is hit by an attack, such as Deadly Rend, Fire Shield, Justice Strike, Savage Frenzy, and most Poison abilities. Some effects trigger when a creature is missed by an attack, such as Spiker Barbs. Obviously, "hit" effects are only triggered if the attack hit and "miss" effects are only triggered if the attack missed. Generally, if the attack missed, the sequence ends here.

A9. Calculate Damage: Add all relevant modifiers to the attacker's melee or ranged damage and apply the target's defenses. See the Damage Math Sequence (above) for the precise order when several modifiers apply.

A10. Resolve "damage" Effects: Some effects trigger when a creature takes damage or deals damage, such as Level Drain, Pushback and Stunning Attack. Such effects only trigger if the calculated damage is greater than zero. In addition, resolve all other effects listed in the attacker's melee/ranged damage statistic that aren't obviously handled by some other step. Examples include melee/ranged attack statistics that say "+ Chomp," "+ Constrict", "+ Life Drain", "+ Swallow Whole", and "+ Paralysis." These additional effects still trigger even if the calculated damage is zero.

A11. Apply Damage: Reduce the affected creature's hp by the amount of damage taken.

A12. Resolve "would be reduced to [#] hp" Effects: Some effects trigger before a creature's hit points are reduced to or below a specific amount, such as *close wounds*.

A13. Resolve "[#] hp" Effects: Some effects trigger when a creature's hit points are reduced to or below a specific amount. Examples include Bloodlust, Death Burst, and Death Strike. (Morale saves and destruction are handled by later steps.)

A14. Destroy the Creature: When a creature's hp are reduced to 0 or below, it is destroyed. Remove it from the battle map. If the creature's hp were not reduced to 0 or lower, skip ahead to step A17 instead.

A15. Resolve "destroyed" Effects: Some effects trigger when a creature is destroyed, such as Brain Sucker, Corpse Collecting, Cowardly, and the Lich Necromancer's commander effect.

A16. Resolve "after creature is destroyed" Effects: Examples include Cleave and Deific Favor. Generally if the target was destroyed, the sequence ends here.

A17. Resolve ENERGY Healing: Electricity Healing, Fire Healing, and similar abilities only trigger after the creature has had a chance to be destroyed by the damage. This step can't bring a destroyed creature back into the battle.

A18. Roll the Morale Save at half hp: If the damaged creature needs to make a morale save for being reduced to half hp, roll its morale save and resolve routing.

Spell and Special Ability Sequence

When using a spell, special ability, or other non-attack effect, follow these steps in order, triggering effects at each step as necessary. When multiple effects trigger in response to a single step, the order of resolution is governed by the Simultaneous Effects rule. If a triggered effect ends up eliminating the acting creature or the affected creature, or otherwise prevents the acting creature from finishing, skip any later steps that no longer make sense. Although this sequence contains two steps where "would" triggers can occur, "would" triggers can also occur just before any other step in the sequence.

S1. Declare the Spell or Special Ability: If the acting creature can choose from among several targets, declare which creature to target. Also declare the use of any optional abilities that must be selected before using the spell or special ability, such as Sudden Empower, Wild Surge, and Quick Cast.

S2. Resolve "casts" or "uses" Effects: Some effects trigger when a creature casts a spell or uses a special ability, such as Antimagic Eye, Counterspell, and Disguise Self. A creature that becomes visible during this step still gets the benefits of being invisible in later steps of this sequence for this spell or special ability.

S3. Determine Potentially Affected Creatures: If the spell or special ability can affect multiple creatures, determine which creatures are potentially affected. Take each potentially affected creature through this the rest of this sequence, one creature at a time as specified by the Simultaneous Effects rule. In other words, determine which creature to resolve first and finish the sequence for it, then determine which creature to resolve second and finish the sequence for it, and so on.

S4. Make the Spell Resistance Roll: Resolve Spell Resistance, Spell Penetration, and related abilities such as Spell Healing. Generally, if the Spell Resistance roll indicates that the creature is not affected, the sequence ends here, but only for the current creature. Other creatures are still potentially affected. This step is only relevant for spells and a few other effects that say Spell Resistance applies.

S5. Calculate Damage and/or Make the Save: Add all relevant modifiers to the spell or special ability's damage, make the save (if any), and apply the affected creature's defenses. See the Damage Math Sequence (above) for the precise order when several damage modifiers apply. Even if the spell or special ability does not deal damage, you might still need to make the save versus its other non-damage effects.

S6. Resolve "would be damaged" Effects: Some effects trigger before a creature takes damage or deals damage, such as Incorporeal.

S7. Resolve "damage" Effects: Some effects trigger when a creature takes damage or deals damage, such as Bleeder, Moradin's War Cry, and Strikeback.

S8 Apply Damage and Other Effects: If the spell or special ability deals damage, reduce the affected creature's hp by the amount of damage taken. Also apply any other non-damage effects of the spell or special ability to the affected creature.

S9 through S15. Resolve "would be reduced to [#] hp" Effects and beyond: Follow steps A12 through A18 from the Attack Sequence to complete the spell or special ability resolution for this affected creature.

Alphabetical Reference

This reference contains everything in the *War Drums* rulebook glossary as well as errata, clarifications, and Q&As for creatures, spells, special abilities, Commander Effects, terrain, battle maps, keywords, and so on. This is the ultimate reference for official rulings and supersedes previously printed rules sources, including creature card text and the *War Drums* rulebook glossary. For clarity, some entries explicitly specify that they supersede differently worded card text.

If you have a question about how a particular creature's spell, special ability, or named Commander Effect works, you should look up the name of the spell, special ability, or Commander Effect as well as the name of the creature. Some clarifications and errata are general to all instances of that spell, special ability, or Commander Effect, whereas others are specific to that particular creature's version of the spell, special ability, or Commander Effect.

If you have a question about how a creature's unnamed Commander Effect works, look up the name of the creature.

A New Thrall (If this creature is destroyed by a melee attack from a living enemy, that enemy immediately joins your warband and gains the Devour the Soul and A New Thrall abilities; DC 20) A creature that fails its save against this ability immediately gives the Thrall of Blackrazor's controller victory points. If the creature affected by A New Thrall is later eliminated, it does not then grant victory points to any player. For more details, see the Controlling an Opponent's Creature section of the Supplemental Rules.

Aberration: A type of creature.

AC: Armor Class. A number representing a creature's ability to avoid being hit by an attack. See page 5 of the *War Drums* rulebook.

acid: (Keyword) A type of energy.

acting: The acting creature is the creature that is currently moving, attacking or producing an effect. The acting player is the player whose warband that creature belongs to.

Usually the acting creature is the creature that is taking its turn, but in cases such as attacks of opportunity or routing, creatures act out of turn.

activate: When you activate one of your creatures, that creature takes its turn for the round. See Activate Creatures on page 9 of the *War Drums* rulebook.

active: An active creature is not routing, stunned, sleeping, paralyzed, or helpless.

adjacent: Occupying a square next to this space (including diagonally). A creature is also adjacent to other creatures in its own space. A creature is not adjacent to creatures behind walls.

Aggression +[#] (On its turn, this creature gets damage +[#] whenever it is the first to activate in a round) The Aggression ability applies only when the creature with Aggression is the very first creature to activate in a round. If your opponent is the first player to activate creatures in a round, your creature's Aggression ability does not apply that round. Essentially, to get the bonus, the creature with Aggression must be the first creature to activate following the initiative roll.

ally/allied creature: Allies are other creatures in the same warband or in teammates' warbands.

Almighty (Not affected by allies' spells) This creature can't be affected by spells cast by other creatures in its own or its allies' warbands. This includes both offensive spells such as *fireball* and defensive spells such as *shield of faith*.

Alusair Obarskyr (*Aberrations*: LG, 1/60): See the Countersong entry for clarifications related to this creature's Commander Effect.

Amazing Beauty (A Humanoid that makes a melee attack against this creature must save or that attack automatically misses; DC 17) This ability forces an attack to automatically miss even if the attack would otherwise have automatically hit, such when this creature is helpless and an enemy makes a melee attack against it.

Animal: A type of creature.

Antimagic Eye (All creatures within line of sight must roll 11+ when casting a spell or lose the spell) All other creatures that this creature has line of sight to must roll 11+ when casting a spell or lose the spell. Declare the spell or power first, then make the roll. Treat a lost spell as having been cast: The creature expends one spell use or the appropriate number of power points, and effects dependent on casting a spell or using psionics still apply.

If multiple creatures with Antimagic Eye all have line of sight to a creature casting a spell, the caster only has to make a single Antimagic Eye checks to avoid losing the spell; see the Stacking section of the Supplemental Rules for more details.

Spells that ignore Spell Resistance can still be lost. Spell Penetration does not offer any increased chance to avoid being lost.

any: (Keyword) This spell or special ability does not follow the usual restriction of targeting only the nearest enemy or nearest ally. (Line of sight and range restrictions still apply, unless indicated otherwise.) For example, the phrase "switch positions of any two creatures" can affect any two creatures in line of sight of the acting creature and within the spell's range.

any warband: (Range) A spell range similar to "your warband" (see that entry) except that you can choose any one warband as the target: your own, a teammate's, or even an opponent's.

Archer's Eye: This ability does not grant an immediate ranged attack against nonliving creatures or creatures that are immune to Gaze Attacks.

Armguards of Destruction (Replaces attacks: 15 damage to adjacent Undead) This ability affects all adjacent Undead creatures.

Arrow Catching Shield (Enemy ranged attacks against adjacent creatures target this creature instead) Ranged attack modifiers for cover and whether the target is in melee are based on the original target of the ranged attack, not this creature. Similarly, line of sight and range are also based on the original target of the ranged attack. So long as the attacker is within range of the original target and has line of sight to the original target, this creature becomes the target of the attack.

If 2 or more creatures with this ability are adjacent to the original target of a ranged attack, resolve the attack against the creature with this ability that is nearest to the attacker. If 2 or more such creatures are equally close to the attacker, the attacker chooses which counts as the nearest.

Aspect of Moradin (*War Drums*: LG, 3/60): The Aspect of Moradin's Epic card incorrectly has the LE faction symbol (although the text identifies it as LG). All versions of the Aspect of Moradin are LG.

assay spell resistance (sight; target creature loses Spell Resistance; ignore Spell Resistance) The target also loses Spell Resistance All.

assembly tile: Certain creatures published before the *War Drums* set had abilities that referred to "assembly tiles." In all such abilities, replace the words "assembly tile" with "starting area."

Attack: (Creature Statistic) A number representing a creature's ability to hit with an attack in combat. There are two types of Attack numbers: Melee Attack and Ranged Attack. Many bonuses and penalties conferred by spells and special abilities affect a creature's Attack number. If no attack form is specified, the effect applies to both melee and ranged attacks.

A few special abilities, such as Gaze Attack, use the word "Attack" in their names, but they still follow the rules for special abilities rather than the rules for attacks.

attack/attack roll: An attempt to damage an enemy with a melee attack or a ranged attack. See page 11 of the *War Drums* rulebook.

attack of opportunity: A single, immediate melee attack a creature makes against an adjacent enemy. Attacks of opportunity are typically provoked when a creature moves out of a square threatened by an enemy.

Attendant (Does not count as a creature for the purpose of warband construction. Your warband cannot contain more than 1 Bat Familiar for each required spellcaster.) A single creature may not be the required spellcaster for more than 1 Bat Familiar. As described by the Spellcaster entry, a creature only counts as a spellcaster if it has a Spells section on its card; a creature that can cast spells but which does not have a Spells section on its card is not allowed to be the required spellcaster for this creature.

Aura of Fear [#]: Enemies in squares threatened by this creature get morale save –[#].

Azer Raider (*Harbinger:* LG/LE, 32/80): This is a Medium creature and should be treated as such, even though the creature is mounted on a Small base.

backbiter (range 6; target creature makes an immediate melee attack against itself; DC 13) The affected creature makes an attack roll to see if it hits its own AC. If it fails to do so, the creature takes no damage.

Backstab +[#] (Damage +[#] when using any Sneak Attack) This extra damage is cumulative with that dealt by any Sneak Attack. Backstab doesn't work on creatures with Immune Sneak Attack.

baleful transposition (range 6; any two creatures switch position; DC [#], creatures may voluntarily fail this save) *This supersedes differently worded card text*. This spell has a range of 6 and uses the "any" and "switch positions" keywords, so it affects any two creatures (even the caster itself) that the caster has line of sight to and that are within 6 squares of the caster. See the glossary entries of "any" and "switch positions" for more details.

banishment (range 6; destroy target Outsider or target summoned creature with 75 or fewer hp; DC 20) In order to be affected by this spell, the target must either be an Outsider or a summoned creature, and the target must *currently* have 75 or fewer hp. (The target's starting hp total is irrelevant.)

battle map: An illustrated battle area, gridded with 1-inch squares, with specified starting areas, exits, and victory areas for two opposing warbands.

Battlefield Promotion (When a commander in your warband is eliminated and you have no other commander, choose a creature in your warband with Battlefield Promotion to gain Commander 1) If you have multiple creatures with this ability in your warband, choose only one to get the promotion. Another could be promoted later if the first-promoted creature is eliminated. If you choose to not have a commander in your warband, Battlefield Promotion does not turn this creature into a commander at the start of the battle; a commander needs to have been eliminated (and you must not have any other commanders in your warband) in order for Battlefield Promotion to turn this creature into a commander.

bear's endurance (touch; target living creature gains +10 hp) This counts as an ongoing effect for purposes of the stacking rules, so a creature cannot benefit from a second or successive casting of this spell even if it has taken enough damage to eliminate some or all of the bonus hit points gained from the first casting.

Beastmaster [#]: Animals and Magical Beasts in your warband whose Level (Save) number is equal to or lower than this creature's Beastmaster rating are treated as if they did not have the Difficult or Wild special abilities. For example, a commander with Beastmaster 2 could put under command any number of Hyenas and Wolves (level 2) in its warband, but not an Owlbear (level 5 and Difficult).

Animals and Magical Beasts in a warband revert to their original Difficult ratings or Wild status when all suitable Beastmasters in that warband are eliminated.

Beguile (Replaces attacks: range 6; target living enemy takes an immediate turn under your control, which does not count against your limit of activating 2 creature per phase, even if it has already been activated this round; this does not count as your opponent's activation of this creature this round; DC [#]) The immediate turn granted by this ability triggers effects that happen at the start of the affected creature's turn, such as Regeneration and Shuluth, Archvillain's Commander effect. However, since this ability does not activate the affected creature, this ability does not trigger effects that happen when the affected creature activates, such as Burnout and *Mordekainen's sword*. The affected creature is temporarily controlled as described by the Controlling an Opponent's Creature section of the Supplemental Rules, except that the immediate turn doesn't count as an activation for the phase at all.

The immediate turn granted by this ability puts the originating creature's turn "on hold." While the affected creature takes its actions, it is no longer considered the originating creature's turn, so the originating creature isn't allowed take swift actions during the affected creature's turn. When the affected creature's turn is over, the originating creature's turn resumes as usual.

benign transposition (range 6; any two allies switch position) *This supersedes differently worded card text*. This spell has a range of 6 and uses the "any" and "switch positions" keywords, so it affects any two allies that the caster has line of sight to and that are within 6 squares of the caster. This spell can't affect the caster itself, since a creature does not count as its own ally. See the glossary entries of "any" and "switch positions" for more details.

Black Death (Living creatures only; attack -1 whenever the affected creature activates; this penalty is cumulative, but a creature can be affected by only one Black Death at a time; DC 15, save at the end of each affected creature's turn) A creature hit by this creature immediately makes a save. If successful, the creature is not affected by Black Death. If unsuccessful, the creature gets a cumulative -1 penalty each time it activates. At the end of each of the affected creature's turns, it can attempt a save to stop further penalties, but it still retains the penalty it has accumulated.

Blade Storm (Whenever an enemy makes more than 2 melee attacks against this creature in the same turn, this creature activates 1 extra time this round) This ability lets this creature activate 1 extra time in a round when an enemy makes more than 2 melee attacks against this creature in the same turn. During or after that extra turn, this creature could even gain another extra activation. However, this creature can't gain another extra activation while it still has one available for use. This creature can't use an extra activation until it has used its normal activation.

Bleed [#] (Living creatures only; [#] damage whenever affected creature activates, until it gains hit points) This effect ends when a creature gains hit points for any reason, not just healing.

blind/blinded: (Keyword) A creature that is blind does not have line of sight to any other creatures, and moves at half speed (each square costs double). It cannot make ranged attacks or use a spell or special ability that targets another creature, unless that spell or ability has a range of touch. Adjacent creatures are Invisible to this creature.

Blind-Fight: This creature can roll twice against an enemy creature's Conceal ability when making a melee attack. If either result is a success, the attack hits. This creature can also move at normal speed even if it can't see. Attackers that this creature can't see do not get an attack bonus against it. Creatures with Blind-Fight are immune to Gaze Attacks. A creature with Blind-Fight still can't see Invisible enemies, so it can't make attacks of opportunity against them.

Blindsight: This creature can detect enemies by using nonvisual senses. It automatically succeeds on rolls against an enemy creature's Conceal ability. It can also move at normal speed even if it can't see. Attackers this creature can't see do not get an attack bonus against it. This creature ignores Gaze Attacks, invisibility effects, and the Hide ability. Creatures with Blindsight cannot be blinded.

Blink Out (card text varies) Any time during this creature's turn, it may declare the use of Blink Out. This does not replace any part of the turn, so it may still move and attack, make a double move, and so on. From that point until the end of its turn, this creature is Incorporeal. One use of this ability only lasts for a single turn.

blood rock: (terrain) A creature on blood rock scores a critical hit when its melee attack roll is a natural 19 or 20. The attack automatically hits no matter how high the defender's AC, even if the defender is immune to critical hits. Ranged attacks are not affected by blood rock.

Bloodthirsty (When attacking, this creature cannot choose a nonwounded creature as a target if a wounded creature is adjacent) This ability limits this creature even when a wounded ally is adjacent. This creature is neither forced nor allowed to attack allies. (This ability does not allow this creature to ignore the rule which prevents creatures from attacking their own allies.)

Bluespawn Stormlizard (*Blood War*: LE, 30/60): The Electricity Link ability should say "Bluespawn Stormlizard" instead of "Bluespawn Thunderlizard." See the Electricity Link entry for clarification of that ability.

Body Thief (When this creature destroys a living enemy with a cost of 50 points or less, you may remove this creature from play and place the destroyed enemy in its space. Use the destroyed enemy's printed stats, but this creature's hit points.) When this creature would reduce a living enemy with a cost of 50 points or less to 0 hp, you may instead choose to gain control of it, set its hp equal to the Intellect Devourer's hp, and remove the Intellect Devourer from play. Place the affected creature into the space formerly occupied by the Intellect Devourer. (If there isn't room in the Intellect Devourer's former space, place it in the nearest legal space.)

In other words, the affected creature isn't actually destroyed. Except for the hit point change and new location, it becomes a member of your warband in the same state it was in before being affected. It only has as many abilities, spells, and other limited-use effects as it had before being affected.

When you gain control of the affected creature, you score victory points as though you had eliminated it. If the affected creature is later eliminated, the opponent scores points for eliminating the Intellect Devourer, but not for the affected creature. For more details, see the Controlling an Opponent's Creature section of the Supplemental Rules.

Bodyguard (If an adjacent creature in your warband would take damage from an attack, this creature can take the damage instead) Bodyguard is an activated ability, and thus can't be used while the Bodyguard creature is stunned, helpless, routing, or otherwise not active.

Resolve the original target's Conceal or Incorporeal abilities before deciding whether to use another creature's Bodyguard ability. The Bodyguard creature's Conceal and Incorporeal abilities do not apply.

Determine the amount of damage the attacker deals to the Bodyguard creature as if the Bodyguard creature were the target of and hit by the attack. In other words, conditional damage based on creature type, faction, and so on are determined based on the Bodyguard creature's type, faction, and so on, not the original target's creature type, faction, and so on. The original target's DR, resistances and immunities do not apply.

If the attack delivers one or more special effects (Impale, Poison, Stunning Attack, Smite, and so on), the Bodyguard creature suffers the effects instead of the original target; the Bodyguard creature can make a save as usual for these effects.

Bodyguard only works against damage from attacks; it does not work against damage from things that are not attacks.

Bodyguard can't be used to transfer damage in a chain from the original target to one Bodyguard creature and then to a second or successive Bodyguard creature.

When a Bodyguard creature takes damage from an attack, it takes all of the damage (protecting the original target completely), even if it has fewer hp than the damage delivered by the attack.

Bold (Has Fearless when under command) See the Fearless entry for related FAQs.

bordered by: A square is bordered by a wall if the square contains wall terrain or touches wall terrain at any point, even at a corner.

Brass Samurai (*War Drums*: CG, 15/60): A follower without Melee Reach printed on its card can only use the Whirlwind Attack ability granted by the Brass Samurai's Commander Effect against adjacent enemies. See the glossary entry of Whirlwind Attack for more details.

Breath Weapon (Replaces attacks: RANGE; EFFECTS AND CONDITIONS; DC [#])

briar web (sight; radius 4; the next time an affected creature moves, it takes 5 damage and is considered to be in difficult terrain, ignore Spell Resistance; does not affect creatures with Flight) An affected creature takes damage and has movement hindered as though moving into difficult terrain the next time it moves, regardless of when that move occurs. It suffers the effects of moving into difficult terrain for all movement made that turn. It is not further affected by that casting of the spell. Creatures with Flight or that gain Flight when they start to move (such as creatures with Wall Walker that begin their moves in a square bordered by a wall) do not suffer any of the spell's effects.

Broken Demongate: (battle map) Many printings of this map have three incorrectly labeled areas. The 5 square x 5 square area in the corner of the yellow side should say "Start Area B" instead of "Victory Area B." The 5 exit squares on the yellow side should say "Exit B" instead of "Exit A." The 5 exit squares on the red side should say "Exit A" instead of "Exit B."

All map edges on this map are walls, except for the outer edges of the exit squares.

See the Healing Font entry for a related clarification.

Bronze Wyrmling (*Giants of Legend*: LG, 4/72): A creature affected by the Bronze Wyrmling's second listed Breath Weapon (Replaces attacks: cone; living creatures immediately move as though routing, then the effect ends; DC 14) is treated as routing for all intents and purposes during the movement, and routing creatures never have to make morale saves except to rally. Thus, a creature affected by that Breath Weapon doesn't have to make a morale save for being reduced to half hp (because of an attack of opportunity or any other reason) during the movement. Because this leaves the affected creature in an odd state of being reduced to half hp without having made a morale save, it has to make a morale save if it is reduced to half hp a second time; this can only happen if the creature is healed back above half hp after being reduced to half hp the first time.

Bronze Wyrmling FAQ:

Q. Can the Bronze Wyrmling's second Breath Weapon ("living creatures immediately move as though routing") affect Fearless creatures?

A. Yes. The Fearless ability allows a creature to automatically succeed on morale saves, but this Breath Weapon doesn't force a morale save, so Fearless creatures are susceptible as long as they are also living creatures.

Q. The Bronze Wyrmling's second Breath Weapon causes living creatures to "move as though routing." What does this mean? Can this cause creatures to exit the battle map? Are affected creatures susceptible to special abilities such as Executioner's Blade, which affect routing enemies?

A. A creature affected by this Breath Weapon is treated as routing for all intents and purposes, except that the creature stops routing at the end of the movement. (Note, however, that a creature that was already routing before being affected by the Breath Weapon is still routing after the movement.) A creature affected by this Breath Weapon can exit the battle grid, and it is susceptible to Executioner's Blade if it provokes any attacks of opportunity during its movement.

Q. Can a creature that is already routing be affected by the Bronze Wyrmling's second Breath Weapon?

A. Yes. The rulebook says a routing creature doesn't make morale saves, but this Breath Weapon doesn't force a morale save. Therefore, a creature that is already routing can be affected by it.

Burrow [#]: This creature can move underground instead of on the surface. If it chooses to burrow, it uses that mode for all its movement that turn, and its speed is the listed rating. The burrowing creature ignores terrain effects on the surface while moving and can even pass through squares containing walls and enemy creatures, though it must end its

burrowing move in a legal position. While burrowing, the creature is immune to attacks of opportunity and cannot charge; at the end of its move, it returns to the surface and can attack and be attacked normally.

While burrowing, this creature can't use teleporters because they are terrain effects on the surface. A burrowing creature can, however, end its burrowing movement on a teleporter square (so long as it has ended its movement in a legal position, of course) and then teleport afterward.

A routing creature with the Burrow ability can choose to burrow.

Burrow FAQ:

Q. Do creatures with Burrow provoke attacks of opportunity when they leave their starting square?

A. No. Burrowing creatures do not provoke attacks of opportunity at all when moving.

call lightning (sight; 20 electricity damage, ignore Spell Resistance; DC 15; 20 electricity damage whenever target creature activates until its save succeeds) The target of this spell makes a save when it is first cast. If the initial save is successful, the target takes 10 electricity damage and the spell ends. (This means the target isn't affected by this casting of *call lightning* any more.) If the initial save fails, the target takes 20 electricity damage and it has to save again at the start of its next activation. If the save at the start of an activation is successful, the target takes 10 electricity damage and the spell ends. If the save at the start of an activation fails, the target takes 20 electricity damage, and it has to save again at the start of its next activation. This continues until the target is destroyed or until it succeeds on its save.

Captivating Song (Replaces attacks; Stun, each living enemy except creatures within 6 squares of an enemy with Countersong; DC 13) This ability has no range limit. It affects every susceptible enemy on the battle map.

caster: An acting creature that is using a spell. See also **spellcaster**.

Cause Fear: This special ability replaces attacks.

Cave Setup: (May set up in any victory area that has the keyword Cave appearing in brackets beside it) *This supersedes differently worded card text*.

Celestial Healing 16 (Whenever you roll a natural 16 or higher for initiative, this creature immediately heals 50 hp) If your unmodified initiative die roll is the listed number or higher, the creature immediately heals the listed amount of hp.

Chained: This ability is resolved before victory points are awarded for occupying a victory area.

Champion of Eilistraee (*Archfiends*: CG, 12/60): The Champion of Eilistraee has the following Commander Effect: "Followers wielding swords (see D&D Quick Reference) gain melee attack +2 and +2 AC." While most miniatures clearly show what weapon the creature is wielding, if there's any doubt, flip the card and check the D&D roleplaying statistics. Some creatures wielding bows or lances have swords as secondary weapons and are eligible for the bonus.

The following weapons count as "swords": bastard sword, falchion, greatsword, longsword, rapier, scimitar, short sword, and two-bladed sword.

The Champion of Eilistraee also allows Drow followers of any faction in its warband. Most such creatures have the word "Drow" in their names, but a few may not. If in doubt, check the D&D Quick Reference side of the card; the creature's identity specifies subraces such as drow or half-orc.

chaotic: (Keyword) Creatures in Chaotic Good or Chaotic Evil warbands are chaotic, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect chaotic creatures.

charge: A creature can move up to double speed and get a +2 bonus on its melee attack roll when it charges the nearest enemy. See Charging on page 13 of the *War Drums* rulebook.

Chastise Spirits (Replaces attacks: Elemental, Fey, and Incorporeal creatures within 6 squares take [#] damage; DC [#]) An affected creature can use its Incorporeal ability to avoid the damage from Chastise Spirits.

Choker (*Aberrations*: CE, 47/60): The Cave Setup ability has been updated to work with preprinted battle maps. See the Cave Setup entry for the new definition.

Clawfoot Rider (*War of the Dragon Queen*: CG, 11/60): The Woodland Stride ability has been updated to work with preprinted battle maps. See the Woodland Stride entry for the new definition.

Clay Golem (*Archfiends*: CG/CE, 25/60): The Requires Instruction ability is incorrect as printed on this creature's card. See the Requires Instruction entry for the correct definition.

Cleave: Once per turn, after this creature's melee attack destroys an enemy (even during an attack of opportunity), it can immediately make one extra melee attack against another enemy. If the acting creature can make more than one melee attack, it uses the same one that destroyed the first enemy.

Cleave FAQ:

Q. If a creature uses Smite, Stunning Attack, *dissolving weapon*, *true strike*, or a similar ability on its normal attack and destroys an enemy, does it get to use the same abilities for free on the Cleave attack?

A. No. Abilities that are optional (such as Smite and Stunning Attack) or effects that apply to the "next attack" (such as *dissolving weapon* and *true strike*) apply only to a single melee attack. The Cleave attack is a separate attack, so it wouldn't automatically benefit from those abilities just because the initial attack used them. However, a creature with multiple uses of Smite (for example) could spend 1 use on its initial attack and spend another use on its Cleave attack if it wished.

Q. What about situational abilities such as Sneak Attack and Powerful Charge, or situational bonuses such as those from charging and flanking? Can those carry over onto a Cleave attack?

A. Possibly. Situational abilities and bonuses don't "carry over," but they do apply on any attack – even a Cleave attack – that meets the situational requirements. An attacker might even get situational abilities or bonuses on the Cleave attack that it did not get on its initial attack.

Cleric of Dol Arrah (*Angelfire:* LG, 2/60): See the Fearless entry for FAQs related to this creature's Commander Effect.

Cleric of Gruumsh (*Harbinger:* CE, 59/80): The *inflict moderate wounds* spell is incorrect as printed on this creature's card. See the *inflict moderate wounds* entry for the correct definition.

Cleric of Lathander (*Archfiends:* LG, 1/60): This creature's Commander Effect ("Followers gain Morale Save +4 on rally attempts") only applies on morale saves for rallying. It does not apply to any other morale saves.

Cleric of Order (*Harbinger:* LG, 1/80): The Commander Effect should be worded as follows: "Successfully rallied followers can take their turn normally after rallying."

close wounds (immediate: range 6; a target that would be reduced to 0 or fewer hp instead has 5 hp remaining) Because this is an immediate action (see the glossary entry for "immediate/immediate action"), it can only be cast at the exact instant the target would be reduced to 0 or fewer hp; it has no effect if cast at another time. This spell can be cast on other creatures' turns. Because it is a range 6 spell, it can only be cast on either the nearest enemy or nearest ally. (The caster cannot cast it on itself or on enemies or allies who are not the nearest.) As with other ranged spells, *close wounds* can't usually be cast while an enemy threatens the caster's space.

cold: (Keyword) A type of energy.

Combat Rush (If this creature moves 2 or fewer squares, it can use all its melee attacks) When using this ability, all of this creature's attacks must happen after its movement has finished; this ability does not allow this creature to move between or after its attacks. This ability has no effect when this creature charges.

Command Dependent (This creature has Speed 0 if it activates when out of command) *This supersedes differently worded card text.*

commander: A creature with a Commander rating is a commander. See Command on page 19 of the *War Drums* rulebook.

Commander [#]: A number representing a creature's ability to lead others. See Command on page 19 of the *War Drums* rulebook.

Commander Effect: A benefit that a commander grants to its followers, or occasionally a hostile effect a commander has upon enemies. An allied Commander Effect can also be granted to allied commanders if its description says so explicitly. Commander Effects usually have a range of 6 squares. See Commander Effects on page 19 of the *War Drums* rulebook.

Commander Effect FAQ:

Q. Can commanders benefit from Commander Effects?

A. No, not in general. By default, Commander Effects can't help other commanders in your warband or allied commanders. They help only followers. However, commanders with the Willing to Follow special ability can benefit from the Commander Effects of other commanders in its warband. Also, a few Commander Effects explicitly state that they can affect other commanders in your warband. Finally, Commander Effects that affect enemy creatures do affect enemy commanders.

Conceal [#]: When another creature gets an attack result against this creature that would be a hit, the attacker must roll 1d20. If the result of the second roll equals or exceeds the listed number, the attack hits; otherwise, it automatically misses. Even a natural 20 on the attack roll misses if the attacker's roll against Conceal fails. If several effects grant Conceal to a creature, only the highest rating applies.

Conceal FAQ:

Q. Does Conceal protect against spells and special abilities?

A. Generally, no. Conceal protects only against attacks, so it would protect against a spell or special ability only if the spell or special ability is an attack or is delivered as part of an attack. Most spells aren't attacks, so Conceal doesn't protect against *fireball*, *magic missile*, *cause fear*, and so on. However, it can protect against attacks from *spiritual weapon* and similar spells; each time a creature with Conceal would be attacked by *spiritual weapon* spell, the attacker makes a Conceal roll just as for a normal attack. Many special abilities aren't attacks, so Conceal doesn't protect against Breath Weapon, Eye Rays, Death Burst, Trample, or even Gaze Attack (despite the word "attack" in its name, a Gaze Attack doesn't really count as an attack). However, it can protect against effects such as Stunning Attack, Smite, and Powerful Charge, since those are delivered as part of an attack; if the attacker fails the Conceal roll on the attack, the target is also safe from the special ability that is delivered as part of the attack.

cone: (Keyword) A cone affects all creatures up to 6 squares away from the acting creature within a quarter-circle. There are two cone templates representing two ways you can position the cone.

The cone's origin point (shown by arrows pointing out) must be a corner of a square in the acting creature's space. The squares in the cone template must align with the squares on the battle map. The nearest enemy or the nearest ally must be inside the cone's area.

Cone FAQ:

Q. Is it legal to position a cone template so that it overlaps the originating creature's space?

A. Yes, it is possible and legal to meet the normal cone positioning requirements by overlapping the originating creature's space. Of course, the originating creature will be affected by its own cone if the template overlaps its space.

Confusion/confused: (DC [#]) (Keyword) Confusion affects only living creatures. A creature subject to this effect is confused. Each time a confused creature activates, roll 1d20 and refer to this table.

D20	Random Action
1–5	Your opponent controls this creature this turn. The creature is out of command this turn. Your creatures can make attacks of opportunity against it if you wish, but the opponent temporarily controlling the confused creature receives the victory points if it is eliminated while under his or her control. It still counts as one of your activations for the phase.
6–15	This creature stands still this turn, taking no action.
16–20	You control this creature normally this turn. Even so, it remains confused until the duration of the effect is over.

A confused creature cannot make attacks of opportunity. A confused commander can't put other creatures under command or add its Commander rating to initiative checks, and its Commander Effect does not function.

A routing and confused creature either stands still on a roll of 6–15. On a roll of 1–5, it moves at double speed toward the exit of the warband of its current controller. Otherwise, it can rally as normal.

Many Confusion effects specify that the confused creature can try to recover at the end of each of its turns by making a save against the DC of the original effect.

Constitution Drain (Whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +[#] and this creature gets +[#] hp; DC [#]) The benefits of this ability stack with themselves.

Construct: (Creature Type) Constructs are not living creatures. All Constructs have Fearless and also have the following special ability: Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun. Heal effects and negative damage do not affect Construct creatures.

Copper Samurai (*Dragoneye:* CG, 15/60): This creature has the following Commander Effect: "Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus." If a follower rolls a natural 20 on a melee attack, it can make an additional melee attack using its highest printed melee attack bonus. If a follower rolls a natural 20 on a ranged attack, it can make an additional ranged attack using its highest printed ranged attack bonus. So long as the attack rolls keep coming up natural 20s, there's no limit to the number of extra attacks a follower could gain. If there are no eligible targets for the proper type of additional attack, the follower doesn't get the additional attack.

Always resolve the initial attack completely (including morale saves, routing, creature destruction, and so on) before the follower makes the additional attack granted by the Commander Effect.

Abilities such as Smite and Stunning Attack that sometimes apply to 1 attack might or might not apply to subsequent attacks granted by the Commander Effect, depending on the rules for that ability and whether the player chooses to use the ability with the attack.

Countersong: Enemy creatures within 6 squares of this creature cannot benefit from their commanders' Commander Effects. The Commander Effects of enemy commanders within 6 squares of this creature do not function.

Countersong FAQ:

Q. How does Countersong interact with the timing of Commander Effects that are triggered when a creature is destroyed or reduced to 0 hp? Examples include Cleave (Cleric of Gruumsh), Death Strike (Human Cleric of Nerull), and the Lich Necromancer's Commander Effect. If a Lich Necromancer destroys a nearby War Chanter, is an Undead creature created? If a Red Samurai is within 6 squares of a Cleric of Gruumsh, and it destroys an adjacent Devis, Half-Elf Bard, can it make a Cleave attack against another adjacent enemy?

A. Such Commander Effects must be in effect just before the creature is actually destroyed or reduced to 0 hp. So for example, if the commander is within range of Countersong just before the creature is destroyed or reduced to 0 hp, its Commander Effect is blocked. This is true in both of the example cases: No Undead creature is created, and the Red Samurai does not make a Cleave attack.

Q. Alusair Obarskyr's Commander Effect ("Followers that activate within 6 squares of this commander gain Powerful Charge +10 (Melee damage +10 when charging) until end of turn") grants a benefit that lasts from the start of a follower's turn to the end of the follower's turn. How does this interact with Countersong? If a creature starts its turn outside of an enemy's Countersong range, and then moves within range, would it benefit from this Commander Effect? What if the creature starts inside the range of Countersong and then moves out?

A. A creature within the range of an enemy's Countersong cannot benefit from a Commander Effect even if the effect lasts until the end of the creature's turn. In other words, moving into range of an enemy's Countersong would prevent a creature from using the Powerful Charge ability granted by Alusair Obarskyr's Commander Effect. Starting within range of an enemy's Countersong prevents the creature from receiving the Commander Effect in the first place; in this case, a follower of Alusair Obarskyr doesn't get Powerful Charge at all, even if it moves outside the Countersong range on its turn.

Counterspell [#] (Immediate: sight; cancel spell of up to [#] level as an any enemy casts it) *This supersedes differently worded card text*. This creature can cancel the effects of a spell of up to the listed level that is being cast by any enemy spellcaster within line of sight. It does not have to target the nearest caster. The spell is considered to have been cast. Spells that don't have a level (such as Psionics) can't be canceled by this ability. If an enemy creature with the Sorcerer Spell ability uses a higher-level spell's box to cast a lower-level spell, that spell still counts as a lower-level spell. Thus, a 2nd-level spell that is cast using a 4th-level spell's box is still a 2nd-level spell and can be canceled by Counterspell 3.

cover: A creature with cover gets a +4 bonus to its AC. Creatures, walls, and statues provide cover against ranged attacks. Walls provide cover in melee (see page 13 of the *War Drums* rulebook).

Cover FAQ:

Q. Does a creature have cover if it is in a square with a statue or another creature? This could happen if a creature is attacked during its movement.

A. It depends. Statues and creatures provide cover only against ranged attacks (and Melee Reach attacks, which use the ranged cover rules), so a creature does get cover against such attacks while in a square containing a statue or another creature. In contrast, statues and creatures never provide cover against normal (non-Reach) melee attacks, even when the target is in the same square as the statue or creature.

Cowardly (If this creature does not have an active ally within 6 squares of it when an ally is destroyed, it routs) *This supersedes differently worded card text.*

Crazed Attacker (On its turn, if this creature attacks when there are several enemies within its Melee Reach, your opponent chooses which enemy is targeted by all its attacks) When this creature attacks on its turn, your opponent chooses one of this creature's enemies to be targeted by any attacks it makes that turn. (In a multiplayer skirmish, randomly determine which opponent chooses.) The opponent must choose an enemy that this creature could legally attack from its current location on the battle map. Thus, an opponent can't choose an Invisible enemy that is 2 squares away from this creature, since a creature can't use Melee Reach to attack an enemy that it does not have line of sight to. Similarly, if this creature charges, an opponent can't choose any enemy except the one which was charged. If the chosen enemy is no longer within this creature's reach after its first attack (such as if the chosen enemy is destroyed or routs), this creature can't make any more attacks on that turn. This creature might still be able to move, however. This creature is not required to make multiple attacks against the chosen enemy if it does not wish to.

Crazed Attacker only applies to attacks made on this creature's turn. Attacks this creature makes on other creatures' turns (such as attacks of opportunity or attacks granted by the *snake's swiftness* spell) are not subject to the Crazed Attacker ability.

critical hit: A natural 20 on an attack roll is an automatic hit that deals double damage. Some creatures are immune to critical hits, but a natural 20 still hits them automatically. See Attack Rolls on page 11 of the *War Drums* rulebook.

damage: Melee and ranged attacks deal damage, as do many spells and special abilities. The various damage types are melee, ranged, energy (acid, cold, electricity, fire, and sonic), magic, and negative. If a special ability grants increased damage (as Smite does), then the extra damage is of the same type as the original damage. If the creature already deals base damage of one type and extra damage of another, the increased damage from the special ability is of the same type as the base damage, not the extra damage. For example, a Brass Samurai deals magic damage plus extra fire damage. If it gained the Smite special ability, the additional damage from Smite would be magic damage, not fire damage.

double damage: When calculating double damage, add bonus damage after doubling the base damage. For example, doubling melee damage of "10 + 5 fire" results in 20 points of damage plus 5 points of fire damage. If the damaged creature has DR (see below), apply DR after the damage is doubled.

half damage: When dividing damage in half, such as on a successful save, round down to the next-lowest multiple of 5. For example, half of 15 points of damage is 5; half of 5 points of damage is 0.

Damage FAQ:

Q. When dealing double damage to a helpless enemy, do the attack also double bonus damage?

A. No. Just like on a critical hit, you never double bonus damage. Double the base damage and then add the bonus damage once.

Q. If a creature's melee attack deals multiple types of damage (such as a Salamander's 10 + 5 fire), which type of damage does a "damage -[#]" effect reduce? The normal damage or the fire damage? Both? If both, which type is reduced first? Can it reduce the Evermeet Wizard's 10 electricity melee damage?

A. Just as effects that double damage double only the base damage, so effects that increase or decrease damage affect on the base damage. In the case of the Salamander, the base 10 damage would be reduced, so it would end up dealing 5 + 5 fire. Since the Evermeet Wizard's melee damage is also electricity damage, the effect reduces the amount of damage dealt by 5, to 5 points of electricity damage.

Q. If an effect, such as *bull's strength* or *ray of enfeeblement,* increases or reduces "damage" and doesn't specify a type, can it affect damage dealt by spells and special abilities?

A. Such effects increase or reduce only melee attack and ranged attack damage unless otherwise specified.

Dark Naga (*Underdark*: LE, 33/60): The Commander Effect only increases the DCs of special abilities that have a DC printed on the card. It does not increase the DC of the Beholder's fear Eye Ray because that particular effect has no DC printed on the card. (The Commander Effect does increase the DCs of the Beholder's other Eye Ray effects.)

Dark Suggestion: A Cleave opportunity that occurs due to the immediate attack of the Dark Suggestion is made by the player using the ability and getting the immediate attack. (The creature is still being controlled by Dark Suggestion when the Cleave attempt is triggered.)

DC [#]: (Keyword) Difficulty Class. A creature can avoid or reduce certain effects by making a save. Roll the d20 and add the creature's Level (Save) number; the save succeeds if the result equals or exceeds the listed DC.

Against spells and special abilities that deal damage, a successful save reduces damage to half. Against other effects, it negates the harmful effect.

DC [#] negates: (Keyword) This notation appears on some spells and special abilities that deal damage and often have other effects. A successful save negates all the spell or ability's effects, including damage (instead of halving damage as normal).

Death Attack: (DC [#]) When this creature is about to use its Sneak Attack ability, it can also use Death Attack. This must be declared before making the attack. It still deals the extra damage from Sneak Attack. A creature struck by the Death Attack must make a save against the listed DC or be destroyed. This special ability does not work against creatures that have Immune Sneak Attack.

Death Burst: (radius [#]; ENERGY [#]; DC [#]) When this creature has its hit points reduced to 0 or lower, all creatures within the listed radius take the listed amount and type of damage. Center the appropriate radius template on the acting creature.

Some Death Burst abilities do not list a radius. In those cases, the effect deals damage to all adjacent creatures.

Effects that eliminate this creature without reducing its hit points to 0 do not trigger Death Burst.

Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack) This creature can't save itself with an ability that allows it to gain hp (such as Constitution Drain); it is destroyed afterward, no matter the outcome of its attack. This creature can't use abilities such as Cleave that trigger after its Death Strike attack.

Effects that eliminate this creature without reducing its hit points to 0 do not trigger Death Strike.

Debilitating Magic: The effects of the spell are resolved prior to the creature taking the damage. When this special ability results in the acting creature's elimination or rout, the spell is still resolved. This ability cannot increase the damage of a spell which does not deal damage as part of its effect.

Deflect Arrows: This creature gets a +4 bonus to its AC against ranged attacks.

Deific Favor (After 1 or more enemies have been destroyed, CREATURES in your warband get melee attack +2 and melee damage +5) The benefit from this special ability takes effect as soon as an enemy has been destroyed. Affected creatures gain no additional benefit from the destruction of more enemies.

Delver Sergeant (*Night Below*: LG, 5/60)**:** see Efficient Orders.

Demonic Gnoll Priestess (*Blood War*: CE, 46/60): The *spores of the vrock* spell is incorrect as printed on this creature's card. See the *spores of the vrock* entry for the correct definition.

Defensive Roll (Immediate: Take no damage from a melee or ranged attack) This ability turns an attack that would be a hit into a miss. An ability which allows an enemy to reroll a miss against this creature can be used after this ability causes the miss, and can potentially cause the attack to hit.

Deliver Touch Spell (This creature can cast 1 touch spell of the required spellcaster; a spell cast in this fashion is treated as though cast by that spellcaster) This creature is the actual caster of the spell, so this creature's position (not the required spellcaster's position) is what matters for conditions which might preclude it from casting, as well as for effects such as Antimagic Eye and Counterspell. Since the required spellcaster isn't casting the spell, the required spellcaster is not allowed to augment the spell with abilities such as Quick Cast or Sudden Empower. The spell counts against the required spellcaster's number of uses or power points. This creature is not prevented from using Deliver Touch Spell when its Required Spellcaster is stunned, paralyzed, or otherwise prevented from casting spells.

destroy/destroyed: (Keyword) A creature is destroyed when its hit points drop to 0 or lower. Certain spells or effects can also destroy a creature outright. Remove destroyed creatures from the battle map. A destroyed creature scores victory points for the opponent responsible for its destruction.

If a spell or ability (but not a scenario condition) somehow returns a specific destroyed creature to play, players who scored victory points for its destruction lose those points.

Devoted Companions: This ability works like the Bodyguard ability of the Kalashtar Bodyguard; see Bodyguard and Kalashtar Bodyguard.

Devotee of Undead (Melee damage +5 when a follower of an Undead commander) This bonus applies as long as there is an Undead commander in this creature's warband.

Devour the Soul (If this creature destroys a living enemy, it gets +20 hp) The hit points gained by this ability stack with themselves.

Difficult [#]: This creature can be put under command only by a commander whose Commander rating is equal to or greater than this creature's Difficult rating. For example, a Minotaur (Difficult 4) can be put under command only by a commander whose Commander rating is 4 or higher. A commander whose Commander rating is not high enough cannot bestow its Commander Effect on this creature.

Previous editions of the rules had more complicated rules for Difficult creatures.

difficult terrain: Rubble, treasure heaps, and other kinds of difficult terrain slow movement. Each square of difficult terrain costs 2 squares to move into, or 3 squares if it's a diagonal move. You can identify difficult terrain by its symbol (Δ). Only squares containing the symbol count as difficult terrain. Small details, such as scattered coins or bones, don't count.

Some creatures, such as those with the Flight or Incorporeal special abilities, and burrowing creatures, are not slowed by difficult terrain.

Difficult terrain does not provide cover.

Other types of terrain, including forest, risky ground and spike stones (described below), count as difficult terrain as well as having their own unique effects.

dimension hop (touch; move target creature 3 squares, DC 14; allies may voluntarily fail this save) Although the *dimension hop* spell uses the word "move," it does not count as movement for any purpose. Dimension hopping out of a threatened square does not provoke attacks of opportunity. Ignore intervening creatures and terrain while dimension hopping; a creature can *dimension hop* through enemies, pits, and walls, though it must end the *dimension hop* in a legal position. A creature can benefit from *dimension hop* even if it is stunned, helpless, or otherwise unable to move.

Although the *dimension hop* spell only says that allies may voluntarily fail the save, a caster that targets itself with *dimension hop* may also voluntarily fail the save.

Dire Rat (*Giants of Legend*: LE, 30/72): If a Dire Rat is under command only by virtue of being within line of sight of 3 other Dire Rats, it still can't be affected by an allied Commander Effect or add an allied commander's Commander rating to its morale saves. In order to receive an allied Commander Effect or add a Commander rating to its morale saves, a creature must be under the command of the particular allied commander. The Dire Rat's Pack Hunter ability allows the Dire Rat to be under command, but it doesn't remove the Difficult 20 ability, which prevents most commanders from putting it under command.

dismissal (range 6; destroy target Outsider or target summoned creature with 50 or fewer hp; DC 20) In order to be affected by this spell, the target must either be a an Outsider or a summoned creature, and the target must *currently* have 50 or fewer hp. (The target's starting hp total is irrelevant.)

Disorienting Presence (Each active enemy that activates within 6 squares must move at least 1 square at the start of its turn; DC 16) Disorienting Presence does not affect creatures that are prevented from moving by effects or other situational conditions, such as being surrounded by enemies and/or impassible terrain.

Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls) This ability applies on all initiative checks, including battle map initiative and setup initiative.

Divine Strike (May sneak attack Undead) This creature can use Melee and Ranged Sneak Attack abilities against Undead creatures, which are normally immune to such attacks. Other defenses they might have, such as Incorporeal, still work normally.

Domination (Replaces attacks: range 6; living creature becomes part of this creature's warband; DC 20; this is a Dominate effect) For more details, see the Controlling an Opponent's Creature section of the Supplemental Rules.

Domination Surge (Replaces attacks; range 6; Dominate [Target Humanoid enemy makes a single immediate attack as if it were a member of your warband]; DC [#]) This creature can control an enemy creature, forcing it to make a

melee or ranged attack against another enemy creature. The controlled creature acts as a member of this creature's warband; see the Controlling an Opponent's Creature section of the Supplemental Rules for more details.

The controlled creature can use special abilities that specifically affect attacks (such as Smite or Stunning Attack), but not other special abilities or spells.

If an enemy with Death Strike is affected by Domination Surge and is somehow destroyed while making the immediate attack, the enemy's normal player chooses the target of the Death Strike.

Creatures with the Immune Dominate special ability can't be affected by this ability.

Double Damage from ENERGY: For every 5 points of the specified energy damage dealt to this creature, it takes an additional 5 points of that same damage.

double speed: On its turn, a creature that does not attack, cast a spell, or take an action that replaces attacks can move up to twice its Speed. A creature also routs at double speed, regardless of whether it has attacked, even when it is not its turn.

DR [#]: Damage Reduction. When this creature takes damage from a melee or ranged attack, subtract the listed amount from the damage dealt. Energy damage, damage from spells, and magic damage is not reduced by DR.

DR FAQ:

Q. Does DR protect against special abilities that deal normal (non-magic) damage? Specifically, does DR protect against the Barbed Devil's Barb Shield, the Bladeling Fighter's Razor Storm, the Treant's Trample, or the Chastise Spirits ability? I presume DR does protect, since some special abilities say that they deal magic damage, so wouldn't that mean DR does protect against the abilities that deal normal damage?

A. A. To address the specific examples, no, DR does not protect against any of the listed special abilities even though those abilities deal normal damage. This is because DR only protects against the damage from attacks, and none of those special abilities are attacks. For purposes of DR, whether a non-attack special ability deals magic damage is irrelevant; DR never protects against sources of damage that are not attacks.

However, some special abilities are also attacks. DR can protect against the damage from a special ability that is also an attack. The Bulette's Leap ability is a prime example. Leap is an attack, and it deals normal damage, so DR can protect against it, so long as the Bulette doesn't have some way to ignore DR (such as a *magic weapon* or *magic fang* spell).

Q. Does DR protect against *spiritual weapon* attacks?

A. No. In general, DR reduces the damage of melee and ranged attacks. However, it doesn't protect against damage from spells Although *spiritual weapon* deals damage via a melee attack, it is still a spell that deals the damage. Therefore, DR doesn't reduce the damage from *spiritual weapon*.

Dragon: (Creature Type) All Dragons have the following special abilities: Immune Paralysis, Sleep.

Dragon Graveyard: (battle map) The six large rib bones protruding from the ground around the central victory area are statues.

Dragon Shrine: (battle map) The six lighter-colored squares near the sacred circles in the central hall are walls. Energy blessing squares are those whose center is covered by the region of color.

Dragondown Grotto: (battle map) Two types of forest are present on this map, lush forests and deadfall. Both types use the rules for Forest terrain. Some of these forest squares also have difficult terrain symbols on them, and are both forest and regular difficult terrain. A special ability that allows a creature to ignore forest does not allow the creature to ignore the regular difficult terrain in this square. (But some other special ability might.) For example, a creature with Woodland Stride is still slowed by the difficult terrain in one of these squares.

The 1-square wide band around the central victory area on this map is a zone of death. See the Zone of Death entry for details.

The following diagram identifies all of the forest squares (marked with "F"), all of the steep slope squares (marked with "S"), all of the wall squares (black squares), and all of the zone of death squares (red squares):

Drider Sorcerer (*Giants of Legend:* CE, 44/72): The *baleful transposition* spell is incorrect as printed on this creature's card. See the *baleful transposition* entry for the correct definition.

Drow Arachnomancer (*Underdark*: CE, 46/60): The rarity symbol on the Drow Arachnomancer's card is incorrect. The Drow Arachnomancer is rare, not uncommon.

Drow Cleric of Lolth (*Harbinger:* CE, 59/80): The *inflict moderate wounds* and *slashing darkness* spells are incorrect as printed on this creature's card. See the *inflict moderate wounds* and *slashing darkness* entries for the correct definitions.

This creature's Commander Effect grants followers bonus melee damage against a flanked enemy. The damage bonus applies whenever that enemy is flanked, regardless of whether the attacker is participating in the flank. Even if an enemy is being flanked by a third player's creatures, this creature's followers get the damage bonus against it.

Drow Enclave: (battle map) Ignore the doors marked on this map; they have no effect on skirmish play. The Summoning Circle on this map is the 9 squares of the center circle. The rules for Risky Terrain are incorrect as printed on this map; see the Risky Terrain entry for the correct rules.

Dual Activation (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase) This ability is optional, and a creature with Dual Activation may choose to take just a single activation in a round if it wants.

Dungeon of Blood: (battle map) Ignore the doors marked on this map. They have no effect in skirmish play. The three unbroken crystal pillars are treated as walls.

Dwarf Ancestor Spirit (If your warband contains 1 or more Dwarf commanders, treat Dwarf followers as always being within 6 squares of those commanders) If all your Dwarf commanders happen to be routing, paralyzed, stunned, or otherwise inactive, this special ability won't do any good. But as soon as a Dwarf commander becomes active, all your Dwarf followers immediately count as being within 6 squares of that commander.

Dwarf Artificer (*Deathknell:* LG, 03/60): The *rust construct* spell is incorrect as printed on this creature's card. See the *rust construct* entry for the correct definition.

Efficient Orders (commander effect of Delver Sergeant): The commander effect is optional. When a follower activates within 6 squares of this commander, choose whether or not it is the creature that does not count against your limit of activating 2 creatures per phase. Your phase ends after you have activated the second creature that counts against the limit of 2 per phase. If an effect or ability such as Squad Activation forces additional creatures to activate as part of the same activation as the affected follower, the activation counts normally against the limit of 2 activations per phase.

eldritch chain (range 6; 10 damage to target and another enemy within line of sight and 6 squares of target) The additional affected enemy must be within the caster's line of sight, not the target's line of sight.

electricity: (Keyword) A type of energy.

Electricity Link (Swift: a line between this creature and any other CREATURE within 12 squares; EFFECTS AND CONDITIONS; DC [#]) This ability uses the line 12 rules except that it targets any other listed creature (even an enemy) within line of sight instead of the nearest enemy, and it can potentially affect squares further than 12 squares from the origin point. This ability does not affect squares further from the origin point than the furthest squares touched by chosen corner of the target creature's space.

Elemental: (Creature Type) All Elementals have the following special abilities: Immune Critical Hits, Flanking, Paralysis, Poison, Sleep, Sneak Attack, Stun.

Elf: (Creature Type) All Elves are Humanoids. They have the Immune Sleep special ability.

eliminated: Creatures that have been destroyed or routed off the battle map are eliminated. They score victory points for the player whose creatures eliminated them. If a player eliminates his or her own creatures, opponents split the victory points for them.

Elminster of Shadowdale (*Underdark:* CG, 16/60): Mastery of Spellcasting doesn't let Elminster use Psionics, but the Spell Focus ability granted by his Commander Effect does apply to Psionic spells used by Elminster's followers.

enemy/enemy creature: Enemies are creatures in opponents' warbands, not in your own or a teammate's warband.

energy: (Keyword) One of the following damage forms: acid, cold, electricity, fire, and sonic. Energy damage is not reduced by DR.

Energy Drain: This ability's name is not correct. It should instead be named Level Drain. See the Level Drain entry for clarification of that ability.

ENERGY Healing [#] (This creature heals [#] hp each time it is subjected to ENERGY damage) A creature gains the benefits of this ability after any other damage from an attack is applied; see the Damage Math Sequence in the Supplemental Rules for more details. Thus, if a creature with Fire Healing 5 has 5 hit points left and is damaged by a Phoera's melee attack (5 damage + 5 fire damage), it is still destroyed. The healing ability never activates because the creature is destroyed from the Phoera's normal damage first.

energy vortex (can cast while adjacent to enemy; radius 4, centered on caster; other creatures take [#] damage of chosen energy type; DC [#]) The caster chooses a single energy type when it casts the spell. You can't choose different energy types for different creatures affected by a single casting.

Enhanced Mobility [#] (This creature can move up to [#] squares on its turn and use all its melee attacks) When using this ability, all of this creature's attacks must happen after its movement has finished; this ability does not allow this creature to move between or after its attacks. In order to use this ability, this creature's movement cost can't be higher than the listed number. This ability has no effect when this creature charges.

Enslave (Each enemy that fails a morale save must immediately make another morale save; if the second save fails, that enemy counts as eliminated for victory points, is no longer routing, and is a member of your warband for the rest of the skirmish) When a creature fails the additional morale save required by the Enslave ability, that creature changes warbands; when a creature's additional morale save succeeds, the creature routs normally. For more details, see the Controlling an Opponent's Creature section of the Supplemental Rules.

If two or more players control enemies with the Enslave ability that could affect a creature, dice off to see which one does so.

Entangle/entangled: (DC [#]) (Keyword) Unlike most other effects, Entangle does not require an immediate save. An entangled creature must make a save against the effect's listed DC whenever it attempts to move. If the save succeeds, the Entangle effect is removed, and the creature can move normally. If the save fails, the entangled creature cannot move that turn. At the end of an entangled creature's turn, make another save (same DC). If this save succeeds, the Entangle effect is removed, and the creature can act normally during future turns.

Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage) A spell or special ability that deals damage even on a successful save counts as a damaging spell or special ability, even if it wouldn't have dealt damage on a failed save. Therefore, a creature with Evade Damage that successfully saves would take no damage from a spell such as *finger of death*.

Evermeet Wizard (*Archfiends:* CG, 15/60): The *benign transposition* spell is incorrect as printed on this creature's card. See the *benign transposition* entry for the correct definition.

evil: (Keyword) Creatures in Lawful Evil or Chaotic Evil warbands are evil, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect evil creatures.

Exorcist of the Silver Flame (*Aberrations:* LG, 6/60): The Lay on Hands ability is incorrect as printed on this creature's card. See the Lay on Hands entry for the correct definition.

Eye Rays (Replaces attacks; sight: roll 1d20 and use the indicated effect or any 1 effect with a lower number; choose target after rolling) Refer to the card for effect details. Because this ability has a range of "sight", this creature can target either the nearest enemy or the nearest ally, but it cannot target itself. This ability is not a spell, so Spell Resistance does not protect against it.

telekinesis (slide target creature up to 3 squares; DC 17, allies may voluntarily fail save) This Eye Rays effect can move the target any combinations of directions you want, so long as the total movement does not cost more than the amount allowed by the slide. The movement does not need to be in a straight line, and this creature does not need to have line of sight to the target's final location.

factions: Organizations devoted to particular moral and ethical viewpoints.

Fane of Lolth: (battle map) Ignore the doors marked on this map. They have no effect in skirmish play.

The "Exit B" squares are not part of starting area B. The player who sets up in starting area B cannot place his creatures in any of the "Exit B" squares.

The spider near the T-shaped section of thick walls is a statue. The square containing the majority of the spider's body is a statue, but the square just to the right – which contains only a small portion of the spider's "front" – is clear terrain.

The squares of difficult terrain within the area of blood rock count as both difficult terrain and blood rock.

The black & white version of the map is missing the dotted lines around the "Exit B" squares. It is also missing all of the "Exit A" squares. Consult the color version of the map to see where the dotted lines and the "Exit A" squares are.

Favor of Lolth (Whenever an enemy is destroyed by a Spider of Lolth or poison damage, this creature gains 1 extra use of *summon spider of Lolth*) This ability triggers when an enemy is destroyed by a Spider of Lolth or poison damage, regardless of the source.

Fearless: This creature automatically succeeds on morale saves.

Fearless FAQ:

Q. Some abilities and effects (such as Bold and some Commander Effects) allow a creature to gain Fearless in certain situations. If a non-Fearless creature routs and gets into a position where it gains Fearless, does it automatically stop routing, perhaps in the middle of its routing movement?

A. No. The Fearless ability does not stop routing that is already in progress. The only way a creature can stop routing is for it to successfully rally. (See the Morale section of the rulebook for more details on rallying.) Fearless creatures automatically succeed on morale saves, so a Fearless creature automatically succeeds at rallying.

Q. I have a creature with Bold that is reduced to half hp while it is under command. As a result, it is Fearless and doesn't have to make a morale save. However, what happens if it suddenly becomes out of command with less than half hp? This could happen if the commander is destroyed, moves away, etc. Does the Bold creature make a morale save immediately? Does it make a morale save the next time it takes damage? A Commander Effect can grant the same sort of temporary Fearlessness. Is this any different?

A. First, it is wrong to say that Fearless creatures don't have to make morale saves. They do have to make morale saves; they just succeed automatically.

In answer to the actual question, no, the Bold creature doesn't have to make a morale save when it becomes out of command, nor does it have to make a morale save the next time it takes damage. The same is true of a creature that temporarily gained fearless via a Commander Effect. Creatures only have to make morale saves when the rules

require it. No general rule requires a creature at half hp or less to make a morale save when it becomes out of command. No general rule requires a creature to make a morale save for taking damage after it has been reduced to half hp.

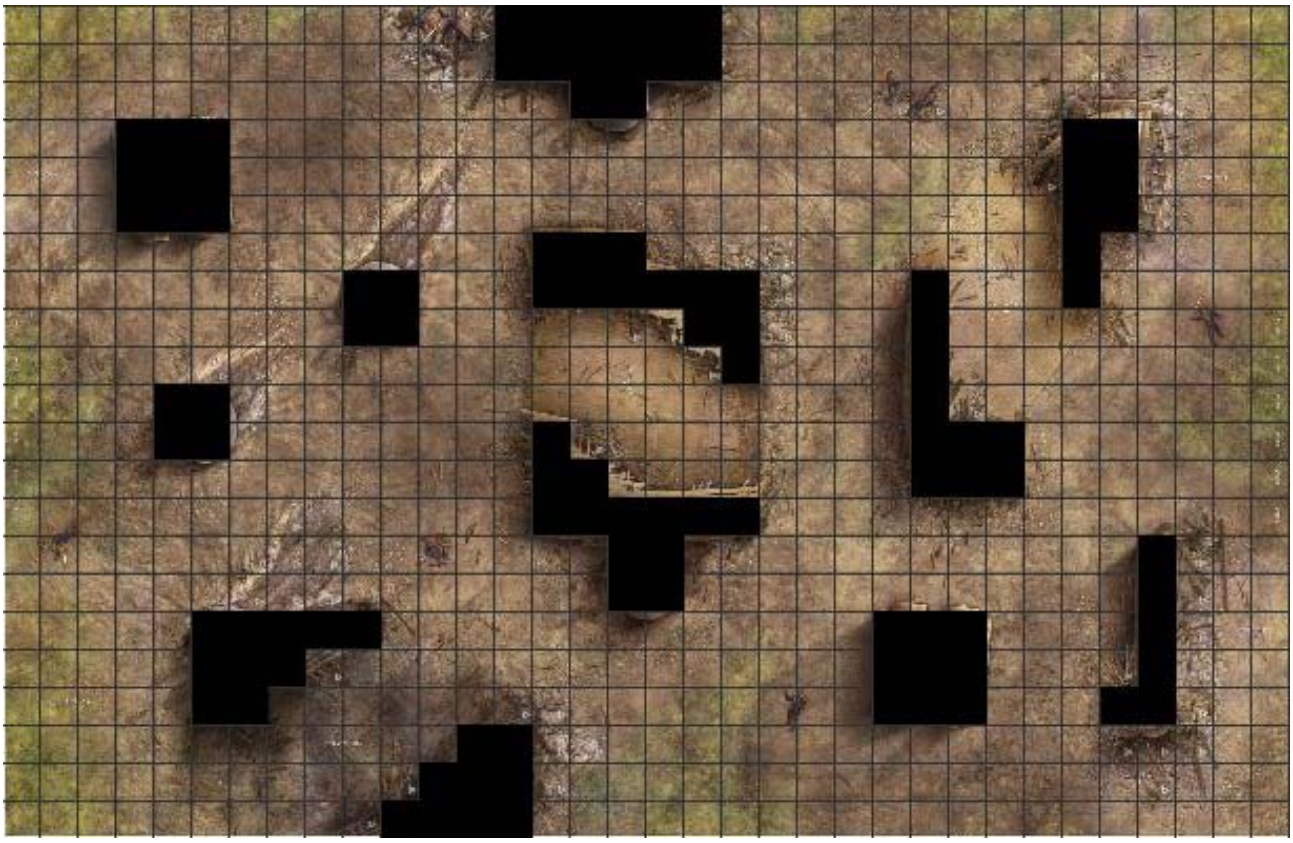
Feat of Strength: When this creature uses Feat of Strength, it gets both effects of this ability (melee damage +10 and push Large or smaller enemy up to 1 square on hit) until the end of its current turn.

feature tile: Certain creatures published before the *War Drums* set had abilities that referred to "feature tiles." In all such abilities, replace the words "feature tile" with "victory area."

Feed [#] (whenever this creature destroys a Humanoid, it immediately gains +[#] hp) The benefits of this ability stack with themselves.

Fey: A type of creature.

Field of Ruin: (battle map) All of the walls on the Field of Ruin map are shown by the black squares in the following diagram:



Fiendish Giant Praying Mantis (*Aberrations:* CE, 49/60): Add Flight to the Fiendish Giant Praying Mantis's special abilities.

Fiery Tail (Replaces attacks: Creatures whose space this creature moves through this turn take [#] fire damage; DC [#]) A creature can take damage from this ability just once per turn, even if it takes up multiple squares or if the creature using this ability moves over it more than once in a given turn.

Fiery Trample [#] (Can move through 1 enemy's space to deal [#] fire damage; DC [#]) This ability works just like the Trample ability, except it deals fire damage and it can be used on an enemy of any size.

fire: (Keyword) A type of energy.

Flaming Bolt (Ranged damage +10 fire) One use of this ability gives the listed bonus to damage to a single ranged attack. It does not grant the listed bonus to ranged damage for the entire battle.

flanking/flanked: Two creatures that are on opposite sides of an enemy and threaten its square are flanking that enemy. They get a +2 bonus on melee attacks against the flanked creature. See Flanking on page 12 of the *War Drums* rulebook.

Flight: This creature can fly over the battle map instead of moving on the surface, landing at the end of its move. The Speed entry on its stat card has an "F" prefix. It isn't slowed by terrain features that normally slow movement, such as difficult terrain or statues. It must still fly around walls. It can move over pits but cannot end its movement on them. A flying creature is immune to Entangle effects.

This creature can move and even charge through squares that other creatures occupy, though it cannot end its movement in a space occupied by another creature or in an illegal position. It ignores attacks of opportunity from enemies after the first square of movement during a turn. (It spends that first square "taking off.")

fly (card text varies) A *fly* spell that designates a speed (such as "target creature gains Flight, speed F8") changes the target's speed to the listed number regardless of the target's original speed. If the target's original speed is higher than the listed number, the target's speed is effectively reduced to the listed number; the target can't choose to move at its original, faster speed even if it chooses not to fly. A *legion's undeniable gravity* spell removes (and prevents from being gained) all effects of the *fly* spell; the target no longer has (and is prevented from gaining) Flight and moves at its original speed.

A *fly* spell that doesn't designate a speed (such as "target creature gains Flight") does not change the target's speed. The target flies at its normal speed.

Flyby Attack: This ability allows the creature's normal attack to take place during its movement, and functions like Spring Attack.

fog and smoke: (terrain) Squares containing fog block line of sight, but do not impede movement or block line of effect. A creature can still trace line of sight to creatures and squares in its own space as well as to adjacent creatures and squares. A creature with Blindsight ignores all fog squares when determining whether it has line of sight to other creatures or squares.

Some maps feature smoke instead of fog. This terrain follows the same rules as fog.

follower: A noncommander creature in your warband. In Commander Effects, this refers to followers the commander has under command and within 6 squares.

forest: (terrain) Forest squares are considered difficult terrain. Forest provides cover against ranged attacks. A creature in a forest square has cover against melee attacks unless the attacker is adjacent to a nonforest square in the creature's space. (Reminder: Melee Reach attacks count as ranged attacks for purposes of all cover rules, including these.) Line of sight (but not line of effect) is blocked if the line touches a corner of a forest square or 2 edges of the same forest square. A creature can still trace line of sight to creatures and squares in its own space as well as to adjacent creatures and squares.

Additional Forest clarifications:

Blindsight does not allow a creature to see through forest. The Blindsight glossary definition lists the things that it counters, and neither Forest terrain nor the effects of Forest terrain are among those things.

Against ranged attacks and Melee Reach attacks, a large or larger creature always gets cover from forest terrain when it's in at least one square of forest terrain.

Against non-Melee Reach melee attacks, a large or larger creature always gets cover when it is *entirely* in forest. However, a large or larger creature is only *partially* in forest gets cover only if the attacker isn't adjacent to a non-forest square in the creature's space.

If forest gives a creature cover versus all adjacent enemies' melee attacks, that creature can move without provoking AoOs, can make ranged attacks, and can cast non-touch spells even if it is threatened by those enemies.

Forest Cliff Lair: (battle map) The 1 square x 5 square area of difficult terrain in the center of the map is Waterfall terrain. See the Waterfall entry for details.

Formless (Damage from melee and ranged attacks is reduced to 5) This ability applies last, after all other math affecting the attack's damage has been applied. In other words, this creature never takes more than 5 damage from an attack. The damage is of the same type as the attacker's base damage.

Freezing Bolt (Ranged damage +10 cold) One use of this ability gives the listed bonus to damage to a single ranged attack. It does not grant the listed bonus to ranged damage for the entire battle.

Frightful Impale (An enemy hit by this creature's melee attack makes a morale save) You must declare the use of Frightful Impale before making the attack.

gains: (Keyword) The effect gives a creature a new special ability.

Gaze Attack: (Replaces attacks: RANGE; EFFECTS AND CONDITIONS; DC [#]) Instead of making its normal attacks, this creature can use its Gaze Attack against the nearest enemy or ally. The target is subject to the listed effect unless it succeeds on a save against the listed DC. In addition, any creature (enemy or ally) within the Gaze Attack's range that chooses this creature as the target of a ranged attack, ranged spell, or ranged special ability must make a save afterward to avoid the effect of the Gaze Attack.

A Gaze Attack requires line of sight to work, but not line of effect. A creature with Gaze Attack that has been rendered Invisible cannot use this ability.

gets: (Keyword) The effect grants a change to a statistic (whether positive or negative).

Ghaele Eladrin (*Angelfire*: CG, 19/60): The Ghaele Eladrin's Commander Effect lets a follower activate 1 extra time in a round when that follower gets an attack roll of natural 19 or 20. During or after that extra turn, it could even gain another extra activation. However, a follower can't gain another extra activation while it still has one available for use. Even if you have more than one Ghaele Eladrin in your warband, a follower gains only 1 extra activation at a time. A follower can't use an extra activation until it has used its normal activation.

Ghost Step (On its turn, this creature gains Invisible) Any time during this creature's turn, it may declare the use of Ghost Step. This does not replace any part of the turn, so it may still move and attack, make a double move, and so on. From that point until the end of its turn, this creature is Invisible. One use of this ability only lasts for a single turn.

Giant: A type of creature.

Githyanki Fighter (*Archfiends:* CE, 51/60) The Githyanki Fighter's spells were mistakenly listed as special abilities.

Gnome Trickster (*Blood War*: CG, 17/60): The *invisibility sphere* spell is incorrect as printed on this creature's card. See the *invisibility sphere* entry for the correct definition.

Goblin Underboss (*War Drums*: LE, 31/60): A follower gets the damage bonus provided by the Goblin Underboss's Commander Effect even if the target has Immune Sneak Attack. In other words, the follower counts as "using Sneak Attack" if it has one of the Sneak Attack special abilities and meets the criteria for dealing extra damage from that ability, regardless of whether the target would actually be susceptible to the additional damage granted by the Sneak Attack. (Of course, the follower must also be under the command of and within 6 squares of the Goblin Underboss as usual.)

good: (Keyword) Creatures in Lawful Good or Chaotic Good warbands are good, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect good creatures.

Graycloak Ranger (*Archfiends*: CG, 16/60): The Timber Wolf is a valid choice for this creature's Minions ability. When used in this way, the Timber Wolf is still Wild. This creature's Minions ability only removes the Difficult special ability from the chosen minion; it does not remove the Wild special ability. Difficult and Wild are two different special abilities. See their respective glossary definitions for more details.

greater vigor (touch; target creature gains Regeneration 5 [This creature heals 5 hp at the start of its turn) This spell is a Heal effect. If you cast it on an Undead creature, the Undead creature makes a save every time it activates. The DC is 12 plus the level of the spell. Each time the Undead creature fails the save, it takes 5 damage. See the glossary entry for Heal for more details.

Green Slaad (*Blood War*: CE, 53/60): The Green Slaad can cast each of its spells an unlimited number of times. If there is at least one legal target creature for the Green Slaad's randomly determined spell, the Green Slaad must choose one of those legal targets, potentially requiring it to target an ally. If there are no legal targets for the randomly determined spell, the spell is still considered to be cast, but has no effect.

Griffon (*Deathknell*: CG, 20/60): Add Flight to the Griffon's special abilities.

***hailstones*:** The secondary target of this spell must be within line of sight of the primary target and within 6 squares of the primary target. The secondary target does not need to be within 6 squares of the caster or within line of sight of the caster.

Hailstorm Tower: (battle map) If you orient the map such that the name "Hailstorm Tower" is upright, there is an oddly shaped wall a couple squares above the rightmost Start Area A. (The wall is one square left of and four squares up from the words "Start Area A.") The wall covers the center of this square, so this square is impassible. However, use the wall line as printed for determining line of sight, line of effect, cover, and so on.

Halfling Wizard (*Archfiends:* CG, 18/60): The Halfling Wizard's spells were mistakenly listed as special abilities.

Harmonium Guard (*Blood War*: LG, 8/60): The Commander Effect should say "round" instead of "turn."

heal [#]: (Keyword) This effect removes the listed amount of damage from a wounded living creature. It can't raise a creature's hit points above its starting amount.

An effect which normally heals doesn't actually heal Undead creatures. Instead, it deals the listed amount of damage and is not affected by DR. The creature gets a save for half damage. The save DC is 12 + the level of the spell, or if not a spell, the level of the acting creature. Bonuses to the amount healed do not apply when an Undead creature is affected by a spell or ability that would normally heal.

Constructs are immune to heal effects.

Healing Font: (terrain) Squares containing healing font terrain count as statues. As a replaces attacks action, a creature adjacent to a healing font can heal 5 hp.

Hellspike: (battle map) The squares containing lava count as pits. The single dark Hellspike square in the sacred circle (and Victory Area B) is a wall.

helpless: A number of situations and effects can render a creature helpless, including Paralysis and Sleep.

A helpless creature can't act. It can't move, attack, cast spells, threaten adjacent squares, make attacks of opportunity, grant a bonus for flanking, use special abilities that have to be activated or targeted, or put other creatures under command.

Helpless creatures make saves normally. Being helpless does not prevent the consequences of a failed morale save, but the condition that makes a routing creature helpless may temporarily prevent it from moving.

Any melee attack against a helpless creature is automatically successful (no roll needed) and deals double damage. Ranged attacks deal normal damage and still need an attack roll to hit, but the attacker gets a +4 bonus on the roll.

Other creatures can move through a helpless creature's space but cannot end their movement there.

Helpless FAQ:

Q. If a creature makes a melee attack against a helpless enemy that has Conceal, does the attack have a chance of missing? What if the enemy is Incorporeal?

A. Yes in both situations. Both Conceal and Incorporeal can protect a helpless creature from being hit by or taking damage from a melee attack.

Herald (Your warband's Commander Effects affect followers within line of sight instead of 6 squares) This ability only affects Commander Effects that affect followers (noncommander creatures in your warband). Any Commander Effects in your warband that affect enemy creatures still have a range of 6 squares.

Hezrou (*Angelfire*: CE, 55/60): For purposes of the Commander Effect, you must wait until the very end of a creature's activation to determine whether it made a melee attack. Even if a creature performs an action which replaces attacks, it might – through a complex sequence of events – end up making an attack during its activation. In other words, the Commander Effect doesn't turn off for the round until the end of one of your activations where the activated creature did not make an attack. During an activation which ultimately turns off the Commander Effect for the round, the Commander Effect might still provide a bonus to followers' attacks of opportunity, attacks granted by *snake's swiftness*, and so on.

Hide: If this creature has cover against a nonadjacent enemy from something other than intervening creatures (such as a wall or statue), it is considered to be Invisible (see that entry, below) against that creature. A creature without Blindsight making a ranged attack can't see or target an enemy with Hide that has such cover. (If the creature with Hide can make ranged attack, it usually gets a +2 bonus for attacking enemies that cannot see it.)

If a creature can trace line of sight to all points of an enemy's square from any single point of its space, then the enemy cannot benefit from Hide against that creature.

High Inquisitor (*Unhallowed*: LG/LE, 28/60): For this creature's Commander Effect, any special ability with the word Smite in its name is sufficient, including a conditional Smite ability that wouldn't give a damage bonus against the target of the attack. For example, Smite Evil used against a non-Evil target can still trigger the Commander Effect. Additionally, if a follower has an unlimited-use Smite ability (such as the Arcanix Guard's Smite the Resistant ability), every melee attack the follower makes is considered to be a Smite attack, and thus each of those melee attacks can force a morale save via this Commander Effect, even if the Smite ability wouldn't give a damage bonus against the target of the attack.

This creature's Commander Effect forces a morale save even if the damage would have already forced a morale save. In other words, if the attack would also reduce the target to half hp for the first time, an affected enemy would have to make two morale saves. (If the first morale save fails, don't roll the second one.)

Hobgoblin Marshal Commander Effect (*Night Below*: LE, 33/60)**:** See Speed. This effect applies to followers that begin their turn within range of the commander effect. If on its turn the follower moves out of range, the effect persists until the end of that creature's turn.

Horde (At the end of each round, if you control at least 2 CREATURES, place 1 CREATURE in your starting area) This ability is optional. A player can only benefit from this ability once per round regardless of how many CREATURES with this ability he controls.

hostile empathic transfer (touch, only when wounded; 25 damage and this creature heals the amount of damage dealt; DC 15) The caster heals either 25 or 10 depending on whether the target fails its save, even if the target has fewer than that amount of hp left. If the target avoids the damage entirely via Incorporeal, Spell Resistance, or a similar effect, the caster does not heal at all.

HP/hit points: A creature's stat card has an HP rating, representing its hit points (written "hp" in effect descriptions). A creature whose hit points drop to 0 is destroyed. If a spell or special ability grants extra hit points, this benefit removes damage from a wounded creature and can even increase its HP rating above its starting amount (if the bonus exceeds damage already taken). Adding hit points in this way doesn't affect when a creature reaches half hit points for morale saves. Hit points in excess of the creature's starting amount can't be restored with a heal effect once they are lost.

HP/hit points FAQ:

Q. Can a spell or special ability (such as *bear's endurance* or Feed) raise a creature's hit points above its starting amount?

A. Yes. In general, an effect can raise a creature's hp above the starting amount. However, heal effects never do so. See the HP/hit points and heal entries for more details.

Q. Does increasing a creature's hit points above the starting amount affect when it has to make a morale save for being reduced to half hp? For example, if a Cleric of Gruumsh (which starts with 20 hp) casts *bear's endurance* on itself and raises its hp to 30, does it have to make a morale save at 10 hp or at 15 hp?

A. A creature needs to make a morale save when it is reduced to half of its *starting* hit points. In the example, the Cleric of Gruumsh started with 20 hp, so it has to make a morale save when it reaches 10 hp.

Huge: A Huge creature occupies a space 3 squares long and 3 squares wide.

Huge Gold Dragon (*Giants of Legend*: LG, 61/72): Unlike similar effects that reduce damage, this creature's second Breath Weapon ("affected creatures gain attack -2, damage -5") can reduce the affected creature's damage to 0.

Humanoid: A type of creature. There are many kinds of Humanoids, including Elf, Halfling, Human, and Orc.

Hurling Charge (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack) If the target is no longer in the same space after this attack, the charging creature continues moving to the original destination space but cannot make a melee attack that turn.

Hunter +[#] (Melee damage +[#] unless more than 1 enemy is adjacent) This ability applies only when no more than 1 enemy is adjacent to the attacking creature.

immediate/immediate action: (Keyword) A type of swift action (see that entry on page 35) that a creature can trigger instantly at a specified time, sometimes even when it is not its turn. This action can interrupt other actions, taking effect just before they do. The last immediate action declared takes place first.

Immune EFFECT: The creature is not affected by the listed attack type, energy, special ability, or condition. Creatures with multiple immunities list them all in one entry, separated by commas; for example, a creature immune to cold- and fire-based effects would have the ability Immune Cold, Fire.

Improved Countersong: In addition to the effects of Countersong (see that entry), enemies within 6 squares of this creature cannot be put under command by other creatures. Enemy commanders within 6 squares of this creature cannot put other creatures under command.

Improved Initiative [#] (Commander rating counts as [#] for initiative checks) This ability works for all initiative checks, including battle map initiative and setup initiative. Because this creature's Commander rating counts as the listed number, this ability also counts toward initiative tie-breakers.

Immune Pain: This ability prevents effects from spells or abilities that specify living creatures in their target descriptions. It does not prevent abilities such as Sneak Attack.

in a square: A creature is in a square (and moves into and out of a square) if any of its space occupies that square.

in melee: A creature is in melee if it is active and it threatens an enemy's square, or if an active enemy threatens its square.

in terrain: See "on terrain."

Incite/incited, Inhibit/inhibited: (Keyword) A creature that has been incited by a spell or special ability must take its turn as early as possible in each round. Other creatures in its warband cannot act before it in a round unless they are also incited. If you mistakenly activate another creature before an incited creature, the incited creature must take its turn as soon as possible but cannot take any actions.

A creature that has been inhibited must take its action as late as possible each round. You cannot activate an inhibited creature until all your noninhibited creatures have activated this round.

If an incited creature gains inhibited, the creature ignores its prior incited condition and becomes inhibited. The reverse is also true for an inhibited creature that gains incited. Of the two conditions, only the most recently acquired one applies.

Any creature that has the Immune Incite special ability also has Immune Inhibit.

Incorporeal: This creature is ghostly and insubstantial. Any time this creature would be damaged by an attack, or by a spell or special ability, the acting creature rolls 1d20. On a result of 11 or higher, this creature takes damage normally. Otherwise, it takes no damage (and the hit counts as a miss if the roll is made for an attack). It does not, however, get a chance to avoid attacks from Incorporeal creatures.

This creature's movement is not affected by terrain. It can even move through walls and over pits, though it cannot see through walls. It cannot end its movement on a pit, inside a wall, or in any other illegal position. If it is in or behind a wall, enemies cannot make attacks of opportunity when it moves.

This creature can move and even charge through creatures that don't have the Incorporeal ability, but it can't end its movement in a square occupied by a creature.

(Effects such as Constrict and Entangle still affect Incorporeal creatures.)

Independent: This creature is always under command. It can rally itself as a commander does, though without a commander it adds only its own Level (Save) number to the morale save, as if it were being rallied by a Commander 0.

inflict moderate damage (touch; [#] damage, Constructs only; DC [#]) Even though this spell specifically affects Construct creatures, a Construct with Spell Resistance or Spell Resistance All can still avoid the effect.

inflict moderate wounds (touch; 10 negative damage; DC 14) *This supersedes differently worded card text.*

Initiative Check: A d20 roll plus the highest Commander rating of the active commanders in your warband. The player with the highest initiative check result chooses which who goes first in the round. Initiative checks are also used to determine which battle map is used, and which player places his or her warband first. See Battle Map Initiative, Setup Initiative, and Initiative Check on pages 8-9 of the *War Drums* rulebook.

If you tie for the highest initiative, the winner is the player whose warband has the highest Commander rating. If there's still a tie, reroll. Only Commander ratings count toward initiative tie-breakers; initiative bonuses from other sources don't count toward tie-breakers. If a player with Commander 0 ties with a player with no Commander rating at all, the player with Commander 0 wins the tie-breaker, since a Commander rating of 0 is higher than no Commander rating at all.

Invisible/invisibility: Other creatures do not have line of sight to this creature. (Creatures that cannot see another creature cannot choose that creature as the target of a ranged attack or of a spell or special ability that has a range other than touch.) This creature gains Conceal 11 against attackers that can't see it and a +2 bonus on attacks made against enemies that can't see it.

An enemy that cannot see an Invisible creature can't make attacks of opportunity against it or prevent it from casting a spell or making a ranged attack.

invisibility (touch; creature gains Invisible until it attacks or casts a spell) A creature affected by this spell also ends the effect on itself if it takes any action that replaces attacks.

invisibility sphere (radius 2, centered on caster; self and allies gain Invisible until they attack or cast a spell) *This supersedes differently worded card text.* A creature affected by this spell also ends the effect on itself if it takes any action that replaces attacks. This spell only affects the caster and allies within the radius at the time the spell is cast. Leaving the radius after the spell is cast does not end the effect for that creature.

Iron Cobra (*Aberrations:* LE, 36/60): The Command Dependent ability has been updated to work with the latest rules for out of command creatures. See the Command Dependent entry for the new definition.

Jouster +[#] (Damage +[#] against Mounted enemies) This creature deals [#] additional damage against enemy creatures whose Type line contains "Mounted."

Justice Strike (Deals damage equal to the printed damage of the target's first melee attack) When this creature hits with its melee attack, choose whether the attack deals this creature's printed melee damage or the printed damage of the target's first melee attack. That damage includes effects that apply automatically on a hit, such as fire damage or Poison, but not those from the target's Commander Effects, the target's optional special abilities such as Stunning Attack, or any other spells or special abilities that modify the target's damage. The damage dealt by Justice Strike can be modified normally by any spells, special abilities, Commander Effects, or other conditions that apply to this creature's damage.

When using Justice Strike, this creature inherits everything listed in the printed damage of the target's first melee attack. For example, if the melee attack line on the target's card says "+16/+11 (15 + 5 fire)", this creature deals 15 + 5 fire to the target when it uses Justice Strike. If the target's card says "+8 (10 + Pain)", this creature deals 10 + Pain to the target when it uses Justice Strike. The target's immunities, resistances, DR, and similar abilities may protect it from some or all of the damage as usual.

Effects that increase, reduce, or otherwise modify the target's damage do not apply when using Justice Strike unless the effect is listed as part of the printed damage of the target's first melee attack. If the target's commander provides a +5 melee damage commander effect to the target, this creature does not apply the bonus. If the target suffers from a *ray of enfeeblement* spell (damage -5 [minimum 5] and other effects), this creature does not apply the penalty. If the target has Melee Sneak Attack +10 or Powerful Charge +10, this creature does not inherit those bonuses either.

Effects that increase, reduce, or otherwise modify this creature's damage apply normally when using Justice Strike. If this creature suffers from a *ray of enfeeblement* spell (damage -5 [minimum 5] and other effects), this creature applies a -5 penalty to the printed damage of the target's first melee attack. If this creature were the recipient of an allied Sword Archon's commander effect ("Followers with Fearless get melee damage +5."), this creature applies a +5 bonus to the printed damage of the target's first melee attack.

If a target of Justice Strike has DR and deals normal (non-magic) damage, the target's DR can protect against the damage normally. A magic weapon or magic fang spell on the target is irrelevant; the benefits of a spell like that are not part of the target's printed damage, so this creature doesn't inherit those benefits. However, if magic weapon was cast on this creature, this creature can benefit from it normally; in that case, this creature ignores the target's DR even when using the target's normal (non-magic) damage.

Kalashtar Bodyguard (*Night Below*: LG, 9/60)**:** The Kalashtar Bodyguard's Bodyguard ability is a new version of Bodyguard. Older creatures with Bodyguard are unchanged.

If the Kalashtar Bodyguard is not adjacent to or within melee reach of the attacking creature, resolve the attack as if the bodyguard were in the original target's space. Otherwise, resolve that attack using the Kalashtar's actual space (to determine flanking bonuses, cover, or other conditional modifiers).

Kobold Skirmisher (*Dragoneye:* LE, 35/60): Add Kobold to the Type line.

Kobold Warrior (*Harbinger:* LE, 48/80): Add Kobold to the Type line. The Cowardly ability is incorrect as printed on this creature's card. See the Cowardly entry for the correct definition.

Krenshar: See Cause Fear special ability.

Kuo-Toa Whip: See Lightning Bolt special ability.

Lady Vol Commander Effect (*Night Below*: LE, 36/60)**:** When a follower that already has a Death Burst ability is destroyed, it can choose to use either its own Death Burst or the one granted by this commander effect, but not both.

Large: A Large creature occupies a space 2 squares long and 2 squares wide.

lawful: (Keyword) Creatures in Lawful Good or Lawful Evil warbands are lawful, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect lawful creatures.

Lay on Hands [#] (Replaces attacks: touch; heal [#] hp) *This supersedes differently worded card text*.

Large Deep Dragon (*Underdark*: CE, 52/60): Living Constructs such as the Warforged Hero and Warforged Wizard are not affected by the Large Deep Dragon's Breath Weapon because their Type statistic indicates that they are Constructs.

Large Earth Elemental (*Harbinger*: LG, 9/80): [#]/[#]): The Requires Commander Ally ability has been replaced by the Requires Commander ability. See the Requires CREATURE glossary entry for details.

Large Fire Elemental (*Harbinger*: CE, 69/80): The Requires Commander Ally ability has been replaced by the Requires Commander ability. See the Requires CREATURE glossary entry for details.

Leap (Replaces attacks: make a single melee attack at +[#], [#] damage) *This supersedes differently worded card text*. This ability can't be used when charging because charging grants a melee attack; when a creature has been granted a melee attack, it can't use special abilities that replace attacks.

legion's undeniable gravity (any warband; creatures lose Flight and cannot gain Flight; DC [#]) An affected creature is not prevented from moving; although it loses the Flight ability, it can still move at the same rate listed on its card. For example, a Beholder with Speed F2 that is affected by this spell now has Speed 2 and can move just like any other creature with Speed 2. See the *fly* entry for other related clarifications.

Level (Save): (Creature Statistic) Add this number to the die roll whenever a creature makes a save. This statistic is sometimes referred to as "level."

In previous editions of the rules, stat cards listed Save +/– [#] or Save = [#] as special abilities instead of a Level (Save) number.

Level Drain (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gets attack –1 and save –1, and this creature gets +5 hp) The hit points gained by this ability stack with themselves. The attack and save penalties imposed by this ability don't stack with themselves.

Lich Necromancer (*Giants of Legend:* CE, 53/60): The Lich Necromancer has the ability to transform destroyed enemies within range into Undead creatures under its command. This has the following consequences:

Newly created Undead creatures do not activate on the round they are created. They do not add to a warband's cost, and opponents do not score victory points for them.

Only 1 new Undead creature is created per living creature destroyed in this way, even if more than 1 Lich Necromancer is within range. If 2 or more players control Liches that could create the new Undead creature, dice off to see which one does so.

The newly created Undead creature must be a miniature from the collection of the player controlling that Lich Necromancer. A player who does not have an appropriate miniature handy is out of luck.

In Limited play, this Commander Effect functions only so long as your limited pool of miniatures includes legal Undead creatures. Once eliminated, such as miniature could be used again later in the same skirmish.

Creatures with the Death Burst ability and creatures that become statues when they are destroyed are immune to this Commander Effect. (No corpse remains to animate.)

Life Drain [#] (If target is a living creature, this creature gains +[#] hp [maximum [#] hp]) The hit points gained by this ability stack with themselves. This creature's hp cannot be raised above the specified maximum number by this ability. In other words, the Spectre cannot be raised above 45 hp, and the Vampire Spawn cannot be raised above 30 hp. Any excess gain is lost. This ability does not increase the amount of damage this creature deals with its attack.

Lifeleech Aura: This ability functions only once per turn.

Lightning Bolt: This special ability replaces attacks.

Limited format: In a league or tournament, this refers to battles between warbands composed of creatures drawn from a small pool of miniatures. Unlike Out of the Box, in some Limited-format skirmishes players do not use all the creatures in their pools to build their warbands. Such games allow access to summon spells and abilities such as Minions that put new creatures onto the battle map, if a player's pool includes qualified creatures that are not part of his or her warband. Out of the Box and other Limited formats don't observe the 70% limit for the cost of a creature.

Thus, a creature costing more than 70 points can be part of a 100-point Limited warband, and a creature that costs more than 140 points can be part of a 200-point Limited warband.

line: (Range) This is an older name for the line 12 range. See that entry below.

line 12: (Range) A spell or effect with a range of line 12 affects creatures in a straight line away from the acting creature toward the nearest enemy or ally. Trace a line from a corner of a square in the acting creature's space to a different corner of a square in the target creature's space. The line affects all squares that the line goes through or touches until it touches or crosses terrain that blocks line of effect. (Don't count the corner where the line starts.) A line does not affect creatures more than 12 squares away from the corner where the line starts. A line usually continues to its full range, and even goes past the target and possibly affects more creatures, but stops as soon as it touches (at some point other than the origin) or crosses terrain that blocks line of effect. The same corner can't be chosen for both the starting point and the target of the effect.

line of effect: Line of effect is nearly always the same as line of sight (see below). A few special effects, such as wall of force, block line of effect: They prevent attacking or affecting a space with special abilities and spells, but they do not block line of sight to that space.

line of sight: Two creatures have line of sight to each other unless walls are in the way. If you can trace even a single line between two creatures that doesn't touch a wall, they have line of sight to each other. See the diagram on page 15 of the *War Drums* rulebook.

Certain effects, such as forest terrain or Invisible, also prevent line of sight.

Line of Sight FAQ:

Q. Do creatures block line of sight?

A. No, creatures do not block line of sight, although they do grant cover. Only certain kinds of terrain (such as walls) or certain effects (such as Invisibility) prevent line of sight. If terrain or an effect blocks or prevents line of sight, its description will say so explicitly.

living: All creatures are living, except for Construct and Undead creatures.

Living Construct (Has only Immune Level Drain, Paralysis, Poison, Sleep) This creature is a sort of Construct but is a living creature and has only limited immunities. It does not have Fearless. Living Constructs can be healed, and Confusion, critical hits, Dominate, Incite, negative damage, Sneak Attack, and Stun affect them normally.

Lord Soth (*Giants of Legend*: LE, 36/72): Neither the normal nor the Epic version of Lord Soth's Commander Effect requires a follower to threaten the enemy against which the follower makes an immediate attack of opportunity. Thus, a follower with Melee Reach can even make that attack of opportunity against an enemy that is not adjacent. Similarly, the Commander Effect doesn't require the enemy to move, so the follower can make the attack of opportunity against a routing enemy that is prevented from moving. As usual, however, a follower can't make the attack of opportunity against an enemy it can't see or that would have cover against the attack.

Lucky Weapon: Lucky Weapon applies only to the attack roll of a single attack.

magic: (Keyword) Magic damage is not reduced by DR.

Magic Drain (Affected creature's damage loses magic and cannot gain magic; DC [#]) A creature affected by this ability loses the ability to ignore DR and cannot gain the ability to ignore DR. The affected creature can still gain bonuses to attack from spells (such as *magic weapon*) or terrain (such as from a sacred circle) that would normally also allow the creature to ignore DR.

***magic missile*:** see Mind Flayer Lich and Raistlin Majere.

magic weapon (touch, attack +1, ignore DR) This spell works on any creature, even one that doesn't wield weapons, so long as it doesn't have Spell Resistance All.

Magical Beast: A type of creature.

Magma Keep: (battle map) The squares containing lava count as pits.

Mancatcher (Entangle as long as this creature does not move or attack another creature) As with other Entangle effects (see that glossary entry), Mancatcher does not require an immediate save. This ability's effect can also end in the usual ways described by the Entangle glossary entry.

Marut (*Underdark*: LG, 9/60): The Single-Minded ability is incorrect as printed on this creature's card. See the Single-Minded entry for the correct definition.

Mastery of Spellcasting (Can cast 1 of each spell from any spellcaster in your starting warband with cost less than its own; if multiple casters have the same spell, it can cast that spell once per caster. Does not apply to Psionics.) The "starting warband" excludes creatures summoned during play but includes creatures such as Rikka, Angelic Avenger that are capable of starting play off the battle map.

Medium: A Medium creature occupies 1 square.

Melee Attack: (Creature Statistic) A creature's ability to hit with an attack in melee. See Statistics on page 5 of the *War Drums* rulebook.

melee attack: An attempt to damage an enemy in melee. See Melee Attacks on page 10 of the *War Drums* rulebook.

Melee Reach [#]: This creature can make melee attacks against enemies that are up to the listed number of squares away. Use the ranged attack rules to determine whether the target has cover. (The target does not receive a +4 bonus to AC for being in melee against a Melee Reach attack.) This creature can also cast a touch-range effect on a creature up to the listed number of squares away. This creature must have line of sight to the target in order to attack or affect it via this ability. The target does not have to be the nearest enemy or nearest ally in order to be affected via this ability.

When determining whether this creature can make a melee attack or use a touch effect, count diagonals in the normal way. (A creature with Melee Reach 2 can't attack an enemy in a square 2 diagonals away.)

This ability does not allow a creature to threaten squares that are not adjacent or make attacks of opportunity against enemies that are not adjacent. Nor does it allow a charging creature to stop before it is adjacent to the enemy it is charging. A creature using Melee Reach to attack at a distance does not create a flanking situation.

Melee Reach FAQ:

Q. The rules say that a creature cannot make an attack of opportunity against an enemy that has "melee cover" against it. Similarly, a creature does not prevent the spellcasting or ranged attacks of an adjacent enemy that has melee cover against it. How do these rules interact with the fact that a creature with Melee Reach uses different rules for determining whether the target has cover?

A. When determining whether an enemy has melee cover against a creature, see if the enemy would have cover against the creature's melee attack, taking into account all special abilities (such as Melee Reach) that affect how cover is determined. Because Melee Reach attacks are more difficult for an enemy to gain cover against, there are fewer situations where the enemy can cast spells, make ranged attacks, and move without provoking attacks of opportunity while adjacent to a creature with Melee Reach.

Melee Sneak Attack +[#]: This creature gains the listed bonus on melee damage if it is flanking the defender, or if the defender is stunned, helpless, or unable to see the attacking creature.

Mezzoloth (*Blood War*: LE, 41/60): Add a single check box (□) before the cloudkill spell.

Mighty Attack +[#] (Melee damage +[#] for one attack; use after hit is determined) This ability works like the Smite ability, except that you declare its use after you determine whether or not you hit with an attack.

Mind Flayer Lich, *magic missile* (*Night Below*: LE, 38/60)**:** This is a new version of magic missile. Older versions of that spell are unchanged.

Minions ([#] CREATUREs [with total cost [#]]) If you add this creature to your warband, you also get the listed creatures. These creatures do not add to your warband's cost, but they do score victory points for the opponent who eliminates them. Minions do not count against the eight-creature limit for your warband.

Unless otherwise specified, minions are subject to the normal command rules as well as the normal Difficult and Wild ability rules. However, certain minions may break these rules; when this is the case, the Minions ability on a particular creature's card will say so explicitly.

In Limited formats, this ability works only if you have the appropriate creature or creatures in the limited pool of creatures from which you construct your warband.

Misdirection (Whenever an enemy misses this creature with a melee attack, reroll the enemy's attack against one of its allies within its Melee Reach) This creature's controller chooses which enemy the attack is rerolled against.

Mob [#] (Every [#] CREATURES count as 1 creature for the purpose of warband construction) This ability lets you exceed the usual warband building limits; every [#] creatures count as a single creature for that purpose.

Mobility (+4 AC against attacks of opportunity)

Mongrelfolk (*Aberrations*: LE, 40/60): The Cave Setup ability has been updated to work with preprinted battle maps. See the Cave Setup entry for the new definition.

Monstrous Humanoid: A type of creature. It does not count as a Humanoid, a separate type.

Moon Elf Fighter (*Archfiends*: CG, 20/60): The Tactics ability granted by the Commander Effect is incorrect as printed on this creature's card. See the Tactics entry for the correct definition.

morale save: A special save made to avoid routing. All morale saves have a DC of 20. See Morale starting on page 21 of the *War Drums* rulebook.

Morale Save FAQ:

Q. When a creature fails a morale save on another creature's turn, does it run away immediately or does it wait until its own turn?

A. The creature runs away immediately. It then runs again on its own turn if it fails to rally.

Q. Does the Save +[#] ability give a bonus to morale saves?

A. Yes. Morale saves are just a special type of save. They benefit from the Save +[#] ability like any other save.

Q. Can a creature voluntarily fail a morale save? The rules say a routing creature "can" rally, not that it "must try" to rally. If I want a creature to run rather than stand still, can I just decide not to rally it?

A. A routing creature must try to rally if it can, and it must use the best Commander rating available to it (if any) to help it rally. A routing creature can keep routing only if it fails its rally attempt (or if it is not allowed one in the first place because it is out of command).

Q. If I have a creature that made a morale save when it was reduced to half hit points, and I later heal that creature back to above half hit points, does it have to make another morale save when it takes damage and is reduced to half hit points a second time?

A. No. The morale rules say that once a creature makes a morale save (successful or not) for being reduced to half hit points, it never has to make another morale save for being reduced to half hit points.

Q. If a creature makes a morale save for being reduced to half hit points (and eventually rallies), isn't it effectively immune to *cause fear* and similar spells from that point on? Likewise, if a creature makes a morale save for a *cause fear* spell early in a skirmish (and eventually rallies), it doesn't have to make one when reduced to half hit points, right? After all, the morale rules say once a creature makes a morale save, it never needs to make another one in the skirmish. So doesn't this mean a creature never has to make more than one morale save per skirmish?

A. No, that's not really what the rules say. The morale rules say that a creature never has to make more than one morale save for being reduced to half its hit points. However, there is no limit to the number of morale saves a creature may need to make for other reasons: *cause fear* spells, rallying, the Cowardly ability, and so on.

Mordenkainen's buzzing bee (sight; target noncommander creature can't be put under command and can't cast spells; DC [#]) This spell prevents a creature from being put under command by a commander, but it does not prevent a creature from being under command from some other effect. This means that an Independent creature is still under command even if it has been affected by this spell. The same is true for a creature with Pack Hunter that has line of sight to enough appropriate allies. However, a creature affected by this spell can't receive any Commander Effects and can't use a commander's Commander rating as a bonus on morale saves, since both of those require the commander to put the creature under command.

Mordenkainen's Faithful Hound (Enemies lose Conceal and take 5 magic damage whenever they activate) Enemies affected by this Commander Effect only lose Conceal as long as they are within range of this Commander Effect. They regain Conceal as soon as they are out of range of the Commander Effect or otherwise become protected against it. The damage applies to all enemies, not just those with Conceal. A creature simultaneously subjected to two or more instances of this Commander Effect when it activates only takes the damage from one; see the Stacking section of the Supplemental Rules for more details.

Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move) This ability has no effect when this creature charges. If this creature also has Flight, its movement beyond the first square does not provoke attacks of opportunity when it uses Mounted Melee Attack.

Mounted Ranged Attack (This creature can move at double speed and make a single ranged attack at any point during its move) This ability works just like Mounted Melee Attack, except that it allows this creature to make a ranged attack instead of a melee attack.

Mounted Spellcasting (Casts spells as swift actions) This ability is not optional. All of this creature's spells are cast as swift actions. This creature can't choose to cast a spell as a replaces attacks action.

move: During its turn, a creature can attack and move up to its Speed, or move up to twice its Speed. See movement on page 10 of the *War Drums* rulebook.

Movement:

Movement FAQ:

Q. How do you count the cost of diagonals when you mix diagonals into clear terrain with diagonals into difficult terrain? What if you mix in some squares of non-diagonal movement?

A. A. Non-diagonal movement does not affect the cost of diagonals. Every diagonal into difficult terrain costs 3. Every odd-numbered diagonal into clear terrain costs 1. Every even-numbered diagonal into clear terrain costs 2. For example, say a creature moves one diagonal into clear terrain, then one diagonal into difficult terrain, then one square right into clear terrain, and finally one more diagonal into clear terrain. The first step costs 1 because it's the 1st diagaonal into clear terrain. The second step costs 3 because it's a diagonal into difficult terrain. The third step costs 1 because it's a straight step into clear terrain. The last step costs 2 because it's the 2nd diagonal into clear terrain. The total movement cost is 7. For another example, see the costs of each step of the warrior's movement in the Difficult Terrain diagram on page 23 of the *Aberrations* rulebook.

Q. Assuming no walls are in the way, can a creature move diagonally between two enemies? Can a creature move diagonally between two squares of difficult terrain into a clear square without paying extra for the difficult terrain?

A. Yes on both. The rules say creatures cannot move through enemies, but to count as moving "through" an enemy's square, a creature must completely enter that square; diagonally moving between two enemies' squares doesn't put a creature completely in either of those squares. Similarly, a creature only pays the cost of terrain for squares that it completely enters.

Q. Can a creature voluntarily leave the battle map through an exit square when it is not routing?

A. No, not in general. A creature may leave the battle map voluntarily only if the scenario description specifically allows it.

Q. Must 2 diagonals through nondifficult terrain be consecutive for the second to count as 2 squares? For example, if a creature moves diagonally 1 square, then straight 1 square, then diagonally again, is its total movement 3 squares or 4?

A. Diagonals through nondifficult terrain do not need to be consecutive for the even ones to count double. In the example, the creature's total movement is 4 squares.

Q. How does the minimum movement rule interact with creatures that have speed 0, such as an out of command Stone Golem or a Grick that has destroyed a living enemy?

A. A creature with speed 0 cannot take advantage of the minimum movement rule. Such a creature cannot move voluntarily.

Multiple Threats (All enemies adjacent to this creature are considered to be flanked) Whenever such an enemy is attacked in melee, the attacker is considered to be flanking it. The attacker gets the usual +2 bonus on the attack roll and may use Melee Sneak Attack or other abilities that require flanking.

Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster) Abilities that refer to Beastmaster (such as Slaadmaster) do not affect creatures with Natural Soul.

nearest ally: Pick a creature's nearest ally using the rules for deciding the nearest enemy (see below).

nearest enemy: The nearest enemy to the acting creature is the nearest enemy that it can see. Another enemy that is closer, but out of line of sight, does not qualify as the nearest. If two or more enemies are equally near, the acting creature can choose any of them as the nearest.

For charging, the distance to an enemy is the acting creature's movement cost of the shortest path to the nearest space adjacent to that enemy; do not count into the enemy's space. Take into account other creatures, terrain, and any special movement modes, such as Flight or Burrow.

For ranged attacks and effects, and for Commander Effects, count the distance all the way into the nearest part of the enemy's space regardless of creatures, movement modes, and terrain (as long as the attacker has line of sight to the

enemy). See the Determining Distances section of the Supplemental Rules for more details. It's possible for one enemy to count as the nearest for ranged attacks and another for charging.

Nearest Enemy FAQ:

Q. If the nearest enemy has cover or is in melee, can I target another creature instead? If the nearest enemy is immune to the attack, spell, or special ability that I want to use, can I target another creature instead?

A. No. Ranged attacks, ranged spells, and ranged special abilities must target the nearest enemy regardless of whether that enemy has cover, is in melee, or is otherwise not an optimal target.

Q. How do Flight, Burrow, or other movement abilities affect the nearest enemy determination for movement purposes (such as charging)?

A. When determining the nearest enemy for movement purposes, you must take the most efficient path possible, taking full advantage of all possible movement abilities such as Flight and Burrow.

negative: (keyword) Negative damage is unaffected by DR and has no effect on Construct creatures. An effect which normally deals negative damage doesn't actually deal damage to Undead creatures. Instead, such an effect removes damage from Undead creatures, and Undead creatures do not make saves against these sorts of spells and effects. Bonuses to damage dealt do not apply when an Undead creature is affected by a spell or ability that would normally deal negative damage.

Nentyar Hunter (*Underdark*: CG, 47/60): This creature does not need to hit with both its ranged attacks to trigger its Commander Effect. The Nentyar Hunter simply needs to attack the same target twice on its turn. When the Commander Effect is triggered, followers within 6 squares of this creature that have line of sight to the target may immediately make a single ranged attack against that target even if the target is not the nearest enemy. Followers can't make the immediate attack if a condition (such as paralysis or sleep) or situation (such as being in a square threatened by an enemy) prevent that follower from making ranged attacks. Followers whose ranged attacks have a limited range (such as range 6) can't make the immediate attack against an enemy who is out of range.

No Reach (Can't make attacks of opportunity) This creature still threatens adjacent squares. On cards printed before the *War Drums* set, this ability was called Tiny Reach.

nonliving: (Keyword) Constructs and Undead creatures are nonliving.

Not Subject to Commander Effects: This creature cannot benefit from the Commander Effects of commanders in its warband. It also ignores Commander Effects of enemy commanders that affect only enemies.

Objective (special ability): This special ability does not stack with itself (for instance, if you have two Prisoners in victory areas, you only double your victory points once).

on terrain: A creature is on (or in) a kind of terrain if any part of its space occupies a square that contains that terrain.

Ooze: (Creature Type) All Oozes have Fearless and also have the following special abilities: Blindsight; Immune Confusion, Critical Hits, Dominate, Flanking, Gaze Attacks, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun.

opponent: A player you are playing a battle against.

Opportune Paralysis: This ability doesn't stack.

Outsider: A type of creature.

Pacification Spores (Living creature can't make melee or ranged attacks until after its next turn; DC [#]) This ability prevents attacks only. An affected creature can still use non-attack special abilities and spells.

Pacification Spores FAQ:

Q. If a creature provokes an attack of opportunity from a creature with the Pacification Spores ability and fails its save, when can that creature attack again?

A. The creature cannot attack until after its next turn. The creature cannot make any attacks during the rest of its current turn.

Q. If a creature is affected by Pacification Spores before its turn, then activates and provokes an attack of opportunity from a creature with the Pacification Spores ability and fails its save, when can it attack again?

A. The creature must wait until the end of its next turn to attack. Though 2 or more Pacification Spores effects don't stack together to increase the duration of the effect, the individual effects do overlap. The duration of a Pacification Spores ability is set relative to when it was delivered. The earlier Pacification Spores effect would end at the end of

the creature's current turn, but the new Pacification Spores effect would still exist, which prevents the creature from attacking until the end of its next turn

Q. If a creature is affected twice or more by Pacification Spores before it has a chance to activate, must it wait even longer to attack?

A. No. At the end of its turn, a creature recovers from all Pacification Spores effects that it received before the start of its turn.

Pack Fervor (Attack +2 and morale save +4 if there is at least 1 other active creature whose name contains Ibixian within 6 squares) This ability applies if any other Ibixian is within 6 squares, even enemy Ibixians.

Paralysis/paralyzed: (DC [#]) (Keyword) A creature subject to this effect is paralyzed if it does make a successful save against the effect's listed DC. A paralyzed creature is helpless. At the end of a paralyzed creature's turn, after it has missed its chance to act that turn, it makes another save (same DC). If this save succeeds, the Paralysis effect is removed and the creature can act normally on its next turn.

A creature affected by multiple Paralysis effects recovers from all of them at the same time. The save is made against the highest DC of all the Paralysis effects that affected the creature.

Petrifying Gaze: This ability is a gaze attack and follows all such rules for gaze attacks.

Phalanx Fighting (+2 AC when adjacent to an ally with Phalanx Fighting)

phase out: (Keywords) Some spells and special abilities take a creature off the battle map without eliminating it. (Note the creature's location when it is phased out; unless otherwise specified, it returns to play in that same space.) While off the map in this way, the creature cannot be affected by anything in play, but it counts as eliminated and scores victory points normally until it returns to play. A creature that has phased out still takes a turn as normal (which can be important if it is capable of returning to play).

Phantom Threat (A creature hit by this attack is considered flanked for the rest of the skirmish; DC 18) Whenever a creature affected by this ability is attacked in melee, the attacker is considered to be flanking it. The attacker gets the usual +2 bonus on the attack roll and may use Melee Sneak Attack or other abilities that require flanking.

phase: Part of a round. Each phase, you activate two creatures. See Battle Basics on page 8 of the *War Drums* rulebook.

Pit Fiend (*Blood War*: LE, 42/60): The spells section should say "7th" instead of "7rd." Add Flight to the Epic Pit Fiend's special abilities.

pits: (terrain) Any square in an area whose name contains the word "pit" (such as Lava Pit) follows the rules for pits.

Pits do not block line of sight or line of effect, but only creatures with Flight or Incorporeal can voluntarily enter a pit square, and no creature can voluntarily end its movement in a pit square. This is true even when routing; a routing creature can't voluntarily end its routing movement in a pit square. Involuntary movement (such as that of a push or pull effect) can forcibly move any creature into a pit square, and involuntary movement can even end in a pit square. Stunning Attack and other effects that prevent a creature from continuing movement can force a creature to end its movement in a pit square.

Any creature that ends its turn in a pit square is eliminated. If a creature is moved onto a pit square during another creature's turn, it can make a DC 15 save at the end of that turn. If the save succeeds, the creature moves off the pit to the nearest legal space without taking attacks of opportunity. If the save fails, the creature is eliminated.

place/placing a creature: Abilities and effects which refer to placing a creature, like Shadow Jump and the *dimension door* spell, cause a creature's location to change but do not count as movement for any purpose. The space that the creature will occupy in the new location must be a location where the creature could legally end its movement (even if the creature has movement remaining).

Planewalk (This creature may start phased out; on round 4 or later, if you win initiative, it may use a move action to return to play in any legal position) This creature may begin play off the battle map. (Choose when you set up your warband.) While phased out, it cannot be affected by anything in play, but it counts as eliminated and scores victory points normally until it enters play. It still takes its turn as normal and can enter play on round 4 or later if you win initiative that round. This ability doesn't apply if this creature is summoned or otherwise brought into play after the battle has begun.

Plant: (Creature Type) All Plants have the following special abilities: Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun.

Poison/poisoned: (EFFECT; DC [#]) (Keyword) When a creature is hit by an attack or subject to an effect that includes the word "Poison," that creature must make a save against the listed DC or be poisoned and subject to the listed effect. Poison effects can include immediate damage (a successful save results in half damage), Paralysis, or Sleep, or even destroy the poisoned creature.

Most Poison effects state "5 damage whenever poisoned creature activates." Until the end of the battle, at the start of the poisoned creature's turn and before it can take any actions, it takes 5 points of damage immediately.

A creature counts as poisoned while it suffers from any ongoing damage or condition that was delivered by a Poison ability. This includes sleep caused by poison, paralysis caused by poison, and damage-per-activation caused by poison. This does not include poison that causes one-time damage.

Identically worded Poison effects do not stack.

Poison Sting (1 melee attack per phase; a hit deals normal damage + Virulent Poison [10 damage whenever poisoned creature activates; DC 22]) You must declare that this creature is using Poison Sting before making the attack roll.

Possession (Replaces attacks: touch; living target deals damage to itself with your choice of 1 of its own melee attacks; DC 20 negates) When a creature is affected by this ability, the creature is treated as if it successfully hit itself with the chosen melee attack. A creature that is stunned, helpless, or otherwise unable to attack cannot be affected by this ability. A creature that is protected by *sanctuary*, or otherwise protected from being attacked cannot be affected by this ability. The damage dealt is the target's melee damage, with all appropriate modifiers from spells, commander effects, or other ongoing effects (such as weakness) that affect its melee damage. Everything in the damage portion of the stat card for the chosen melee attack applies; for example, if the target's stat card says 10 + Poison, the target must save versus the poison (assuming it isn't immune). Conceal does not apply because Conceal only protects against attacks made by *other* creatures. DR applies in those cases where a creature with DR deals non-magic damage and does not have some other way to ignore DR (such as the *magic weapon* spell). The target of this ability cannot use abilities like Smite and Stunning Attack to increase or augment the damage because those abilities' glossary definitions say that they only work when a creature attacks an enemy.

Pounce (This creature can use all its melee attacks when charging) All attacks must be against the target of the charge. Each gets the +2 bonus for charging as well as bonus damage from abilities such as Powerful Charge.

Powerful Charge +[#] (Melee damage +[#] when charging)

Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus) Precise Shot does not let this creature ignore the +4 bonus to AC from cover (including cover from a creature that is in melee with the target).

Provoke: When this special ability is used, any adjacent creature cannot make a melee attack unless that attack is directed at the Provoking creature. This restriction applies to any creature that is adjacent at the time it attempts a melee attack, regardless of whether that creature was adjacent to the Provoking creature when Provoke was used. Thus, it prevents such creatures from making attacks of opportunity against other creatures (such attacks are wasted, not redirected to the Provoking creature). A creature may only be affected by one Provoke effect at a time. If a creature is affected by multiple creatures using the Provoke ability, it can choose which it is currently affected by. The ability remains active until the start of the Provoking creature's next turn.

Psionics: Psionic abilities are listed in the Spells entry of a creature's stat card and use the same rules and keywords as spells. Instead of a specific number of uses of a given spell, a creature with Psionics has a pool of power points (pp) it can spend on any of the listed psionic powers as often as it wishes, up to its limit. Each psionic power lists its cost in pp.

Psionics FAQ:

Q. Do Psionics count as spells?

A. Yes. Everything in the Spells section of a creature's stat card are spells.

Psychic Cleave: The swift action granted by this ability must be used immediately.

Psychic Strike: The use of Psychic Strike must be declared before the attack roll in order to gain the benefit of this ability for that attack. Once declared, the bonus to damage lasts until the end of this creature's turn. If the creature moves prior to making an attack, then this ability cannot be used. In addition, this creature forfeits any further movement on its turn once it has used this ability. This entry replaces the text on the *Night Below* booster insert.

Purple Dragon Knight (*Dragoneye:* LG, 7/60): The Commander Effect should be worded as follows: "Successfully rallied followers can take their turn normally after rallying."

push/pull: (Keyword) Certain spells or special abilities push other creatures away from or pull them toward the acting creature. The pushed or pulled creature cannot move into or through a space occupied by any other creature or statue, or through walls. Pushed or pulled creatures do not provoke attacks of opportunity.

push: A creature pushed away from the acting creature must move into a square that is farther from the acting creature.

pull: A creature pulled toward the acting creature must move into a square that is closer to the acting creature. The pulled creature must take as few steps as possible to reach an appropriate destination, and can't move further away on any step. (Determine closeness the same way you determine distance for a ranged attack.) If there are multiple possible destinations, the affected creature must end up in the destination that requires the fewest steps. If there is no legal way to meet all of these requirements at the start of the pull, the affected creature isn't pulled at all. During a pull, if it becomes impossible to legally complete the pull, the pull stops at the point where no more legal progress can be made.

Pushing or pulling a creature into difficult terrain requires 2 squares of movement (or 3 squares diagonally), so a 1-square push/pull effect can't move most creatures into difficult terrain. A creature with Flight, Incorporeal, or Stable Footing could be pushed/pulled into difficult terrain, since it ignores the effects of terrain. Creatures with the Burrow ability are slowed by difficult terrain, since they can't use their Burrow ability while being pushed/pulled.

Moving Creatures: If a push/pull effect is used against a moving creature as part of an attack of opportunity, the square the creature is pushed/pulled into does not count against its movement for the turn.

Charging Creatures: If a push/pull effect manages to interrupt a creature's charge, that creature is no longer charging. It can still attack if it moves its Speed or less, but its charge has been interrupted.

Push/Pull FAQ:

Q. Does a push/pull effect count as movement, thereby ending abilities such as Defensive Stance that end when a creature moves?

A. Yes. The push/pull entry uses the term "move," so it counts as movement.

Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

radius 2: (Keyword) This spell or special ability affects all creatures within a 2-square radius. Place the target creature inside the 4-square cutout center of the template. If the target occupies 1 square, you can arrange the template any way you like around it, so long as it is inside the center and the squares of the template align with those on the battle map. If the target is a Large creature, position it completely inside the center of the template. If it is Huge or bigger, position the template over any 4 squares of the creature's space.

radius 4: (Keyword) This works like radius 2 (see above) but affects creatures within a 4-square radius.

Raistlin Majere (*Night Below*: LG/CG, 14/60)**:** This creature uses new version of *magic missile*. Older versions of that spell are unchanged.

Rakshasa (*Giants of Legend*: LE, 38/72): This creature only "inherits" Commander Effects (or the parts thereof) that grant effects to followers, including the detrimental parts of those Commander Effects (penalties to stats, and so on). This creature does not "inherit" hostile Commander Effects that affect enemies.

rally: A routing creature attempts to rally when it activates if it's under command. See Morale beginning on page 21 of the *War Drums* rulebook.

range 6: (Range) This effect targets the nearest enemy or nearest ally within 6 squares and line of sight of the acting creature.

Ranged Attack: (Creature Statistic) A creature's ability to hit with a ranged attack. See Statistics on page 5 of the *War Drums* rulebook.

ranged attack: An attempt to damage an enemy with a ranged attack. See Ranged Attacks on page 15 of the *War Drums* rulebook.

Ranged Precision +[#] (On its turn, if this creature makes a single ranged attack at an enemy within 6 squares, damage +[#] on that attack) You must decide whether to use this ability before making your first attack roll. If you choose to use this ability, this creature cannot make more than 1 attack on its turn. This ability does not apply to this creature's attacks on other creature's turns, such as when this creature is the recipient of a *snake's swifness* spell.

Ranged Sneak Attack +[#]: This works just like Melee Sneak Attack (see that entry, and replace "melee damage" with "ranged damage"), but the creature must be making a ranged attack within 6 squares of the target, and the defender must be stunned, helpless, or unable to see the acting creature.

Ravenous Vampire (*Deathknell:* CE, 58/60): See the Regeneration entry for clarification of that ability.

Reach Attack 2: This ability's name is in error. It should instead be named "Melee Reach 2." See the Melee Reach [#] entry for the definition.

Regeneration [#] (This creature heals [#] hp at the start of its turn) An Undead creature with an innate Regeneration ability always gains hp from that ability even though it is a heal effect. Regeneration effects that are added to an Undead creature (such as from the Greenfang Druid's *greater vigor* spell) deal damage to Undead creatures as normal.

Relay Orders (This creature gains the highest Commander rating and each Commander Effect of creatures that have it under command) While under command, it is considered to be a commander.

remove: (Keyword) To negate, suppress, or cancel one or more existing effects on a creature, magic item, or area. Unless otherwise noted, removal is permanent.

Rend +[#] (card text varies) If this creature hits a single enemy with any 2 melee attacks in the same turn, the second attack gets the listed bonus to damage.

replace/replaces: Some special abilities have "replaces" as a special cost, such as "replaces attacks" or "replaces move." When it uses the ability, the creature is considered to have taken the specified action.

Replace/Replaces FAQ:

Q. When can a creature use a spell or special ability that replaces attacks (such as Breath Weapon or Gaze Attack)?

A. A spell or special ability that replaces attacks can be used only during a creature's turn, and only when it performs the "Move and Make One Attack" action as described on page 9 of the *War Drums* rulebook. A creature cannot use a special ability that replaces attacks when it is granted an extra attack, such as when an enemy provokes an attack of opportunity or when the creature is the recipient of a *snake's swiftness* spell.

Requires Commander Ally: This ability has been replaced by the Requires Commander ability. See the Requires CREATURE glossary entry for details.

Requires CREATURE: This creature can be included in your warband only if you also have the listed creature in your warband. When you set up your warband, choose which creature is the required one. If the required creature is eliminated, this creature is also eliminated, and both score points for the opponent.

A single creature can be the required creature for multiple creatures that have this special ability.

In a Limited-format game, if you have no creature that qualifies as the required sort, choose any one other creature in your warband instead.

Requires Instruction (This creature acts as though confused if it activates when out of command) *This supersedes differently worded card text.*

reroll: Sometimes a spell or special ability allows you to make a die roll again. You reroll the type of die specified by the spell or ability. You cannot, however, reroll dice associated with a scenario setup or with a creature or object (such as a magic statue) controlled by neither player. Whenever you reroll, you must abide by the result of the second roll.

Reroll Attack (Reroll 1 attack; use this special ability no more than once per turn) Find out whether the attack results in a hit before deciding whether to use this ability. If you reroll, you must keep the second result, even if it's worse.

Resist [#] ENERGY: When this creature takes damage of the listed energy type, reduce the damage dealt by the listed amount.

Respawn (At the end of a turn in which this creature is eliminated, place 1 CREATURE on your starting area; that CREATURE cannot activate this round) Any ongoing "your warband" effects affect the new creature, but any spells, damage, or other conditions affecting the eliminated creature end or are removed. Your opponent scores victory points for eliminating each such creature (including the first one).

Retributive Strike (Immediate: This creature may make a melee attack against an enemy within its Melee Reach that attacks it) The Retributive Strike attack is made when an attack is declared against this creature and before that attack is resolved. Thus, a creature with this ability might destroy the attacker and prevent the declared attack from occurring. If this creature does not have the Melee Reach ability, it can only use this ability against adjacent enemies.

Rikka, Angelic Avenger (*Underdark*: CG, 21/60): The Waylay ability has been updated to work with preprinted battle maps. See the Waylay entry for the new definition.

ring of blades (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance) If the caster uses Sudden Empower with this spell to give it damage +10, adjacent creatures take a total of 20 damage each time they activate. A creature simultaneously subjected to two or more *ring of blades* spells when it activates only takes the damage from one; see the Stacking section of the Supplemental Rules for more details.

***ripping pain*:** Creatures with Immune Paralysis are unaffected by this spell.

risky terrain: (terrain) Risky terrain counts as difficult terrain, except that you must roll the d20 for any creature that ends its turn in a risky terrain square. On a result of 1-5, the creature takes 10 points of damage; otherwise, there is no effect. This is not a save, so you don't add anything to the roll.

In addition, any creature on risky terrain deals 5 extra points of melee damage when it makes a successful melee attack.

rounding: Round fractions down, unless otherwise indicated.

rout/routing: A creature that fails a morale save routs and flees toward its exit. See Morale beginning on page 21 of the *War Drums* rulebook.

Rout/Routing FAQ:

Q. If a routing creature is stunned, paralyzed, or forced to skip its next turn, can it still attempt to rally on its turn?

A. No. If one of those effects prevents a creature from taking normal actions, it can neither rally nor move toward an exit square on its turn. The creature spends its turn recovering from the Stun, Paralysis, or other effect as usual.

Q. How do Flight, Burrow, or other movement abilities affect the path a creature must take when routing?

A. When routing, a creature can take any path that gets them as close to the exit square as possible. If using an ability like Flight or Burrow can get a creature closer to the exit square, it must use the ability.

Q. If a creature is routing because it was reduced to half hit points, can I stop it from routing by healing it back above half?

A. No. The only way to stop a creature from routing is for that creature to rally on its turn.

Rubble (Choose 1 square in the target's space; that square becomes difficult terrain for the rest of the skirmish) This ability takes affect if this creature's ranged attack hits its target. If Rubble turns a square into difficult terrain, other terrain effects in that square are not affected. For example, a sacred circle square would retain its effects but would now also count as difficult terrain. A square that already contains difficult terrain (including one with additional effects, such as spike stones) isn't further affected.

rust construct (touch; target creature gains -4 AC, damage -5 [minimum 5], and loses DR, Constructs only, ignore Spell Resistance) *This supersedes differently worded card text.*

sacred circle: (terrain) A creature on a square containing part of a sacred circle gains a +2 bonus on attack rolls. Any damage it deals with these attacks is considered magic damage, which overcomes DR (Damage Reduction; see that entry). Sacred circles have no effect on movement.

sanctuary (touch; target creature cannot be attacked until its next turn) This spell only prevents attacks against the affected creature; it does not prevent enemies from using non-attack spells and special abilities. Spell Resistance does not allow an enemy to attack the affected creature.

Sanctuary FAQ:

Q. What happens if I have cast *sanctuary* on a Thayan Knight that wants to use its Arrow Catching Shield ability to protect an adjacent target from ranged attacks?

A. The attack is still resolved against the Thayan Knight. *Sanctuary* prevents the affected creature from being chosen as the original target of an attack; the Thayan Knight wasn't chosen as the original target, so *sanctuary* doesn't protect it.

save: A creature can make a save to avoid or reduce harmful effects. See Saves on page 19 of the *War Drums* rulebook.

Save FAQ:

Q. Can a creature voluntarily fail a save? For example, I might target my own creature with a Basilisk's Gaze Attack to create a statue for some defensive purpose. Could the target of the Gaze Attack voluntarily fail the save? What about voluntarily failing saves against spells?

A. No, generally not. A creature must try to save against a spell or special ability, even if the effect originates from itself or its ally, except when the spell or special ability explicitly states that an affected creature can voluntarily fail the save.

save at the end of each affected creature's turn: Certain effects give creatures another chance to save against an effect after failing their initial save. At the end of the affected creature's turn, roll the save again. If that save succeeds, the effect ends. Otherwise, the creature can attempt a save again at the end of its next turn.

Scorpion Clan Drow Fighter (*Angelfire*: CG/CE, 34/60): In order to gain Precise Shot and get damage +5 from this creature's Commander Effect, the follower must be making a ranged attack, and the ranged attack must say "range 6". The Commander Effect doesn't apply to a follower that has a longer-range ranged attack, even if the follower is using some special ability (like Ranged Sneak Attack or Ranged Precision) that augments attacks made within 6 squares.

Scout: Instead of placing this creature in your starting area at the start of the battle, you may place it in any victory area that does not already contain a creature. Two Scout creatures can't set up in the same victory area. If this creature enters the battle map after the first turn, it enters like any other creature.

Selective Shot 2 (this creature can target each ranged attack against the nearest or second-nearest enemy) This ability affects only ranged attacks, not ranged spells or ranged special abilities.

self: (Range) A spell or special ability with a range of "self" affects only the acting creature.

Set against Charge [#] (Enemies that charge this creature take [#] damage after their charge movement but before making their melee attacks) Like damage from other non-attacks, the damage dealt with this ability to a charging enemy is not reduced by DR or other effects that reduce damage from attacks.

Shield Controller (If this creature's required commander takes damage, this creature can take half that damage) Determine the total damage the required commander would take after all of the commander's saves, resistances and defenses have been applied. Apply half of that damage (rounded down) to this creature, and the required commander takes the remainder of the damage. This creature's saves, resistances, and defenses do not apply.

Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity) Entering terrain that slows movement prevents Sidestep from functioning. A creature with Sidestep can't move between attacks; it must make all its attacks and then move 1 square, or move 1 square and then make all its attacks.

sight: (Range) A sight-range spell or special ability targets the nearest enemy or nearest ally to which the acting creature has line of sight.

Simultaneous Attack (This creature can use COMBINATION OF ATTACKS OR ABILITIES if it does not move) The text of this ability specifies which attacks or abilities can be used in the same turn. Resolve the attacks or abilities one at a time rather than simultaneously.

simultaneous effects: See the Simultaneous Effects section of the Supplemental Rules.

Single-Minded (On its turn, this creature cannot move or attack a noncommander if an enemy commander is within its Melee Reach at the start of its turn.) *This supersedes differently worded card text.* These restrictions do not apply if this creature does not have line of sight to any of the enemy commanders within its Melee Reach.

size: Size categories for creatures are: Tiny, Small, Medium, Large, and Huge.

skips next turn: (Keywords) On its next turn, a creature subject to this effect takes no actions. If a creature is affected twice or more by abilities that force it to skip its next turn before it has a chance to take another turn, it skips only that one turn. If a creature provokes an attack of opportunity on its own turn and is forced to skip its next turn by the attack, the creature can still finish its current turn normally.

The creature is still considered active. It threatens squares normally, can make attacks of opportunity, and can be granted actions by creatures with such abilities.

skirmish: A D&D Miniatures Game battle.

slashing darkness (sight; 10 negative damage) *This supersedes differently worded card text.*

Slaying Arrow (If this creature's ranged attack hits an enemy with 100 or fewer hp, destroy that enemy; DC 20) *This supersedes differently worded card text.* The Slaying Arrow ability does not replace attacks; it augments one of this creature's normal ranged attacks. If the enemy's save succeeds, it still takes normal damage from the ranged attack.

Sleep/sleeping: (Keyword) A creature subject to a Sleep effect is sleeping. A sleeping creature is helpless until another creature wakes it up. A creature adjacent to one more sleeping creatures can remove Sleep from one adjacent creature; this replaces its own attacks. Sleep effects are also removed immediately when a sleeping creature takes damage.

slide: (Keyword) This effect works like push/pull (see that entry), except that the movement of the affected creature can be in any direction.

Slide FAQ:

Q. Does the movement from a slide effect (such as the Rakshasa's *slide* spell) cause the target to provoke attacks of opportunity?

A. No. Except for differences mentioned in the slide glossary definition, slide effects use the push/pull rules. The push/pull entry says affected creatures do not provoke attacks of opportunity.

slippery surface: (terrain) A creature hit by a melee attack while standing on a slippery surface square is pushed 1 square by the attacker. The creature hit does not need to be smaller than the attacker. Slippery surface does not preclude an affected creature from also being pushed by other effects (such as Pushback) that are delivered by the attack.

Slow Effect (Enemies that are adjacent to this creature when they activate can't make more than one ranged or melee attack this turn; DC [#]) This holds true even if they move away from the creature after failing the save.

Slow [Melee/Ranged] Attack (Can't make a [melee/ranged] attack and move in the same turn) If no attack type is listed, it can't move during the same turn that it attacks or does anything that replaces attacks, and it also can't charge. This ability does not prevent a creature from moving twice its speed on its turn when it makes no attacks.

Small: A Small creature has a base less than 1 inch across but occupies 1 square.

Smite CREATURE +[#]: This creature can deal additional damage with a melee attack against an enemy of the specified kind, type, or faction. If no sort of creature is listed, it affects any enemy.

If this creature has limited uses of Smite, you must declare the use of the ability before making the attack. This counts as one use even if the attack misses.

smoke: (terrain) See the "fog and smoke" entry.

snake's swiftness (range 6; target creature may make an immediate attack) This spell only allows the affected creature to make a single melee or ranged attack, which can benefit from Stunning Attack, Smite, or similar abilities if the affected creature chooses. It does not allow the affected creature to cast a spell or use a special ability that replaces attacks.

Sneak Attack +[#]: See Melee Sneak Attack. An ability that affects both Melee and Ranged Sneak Attacks uses the word "any."

Solar (*Blood War*: LG, 10/60): The Slaying Arrow ability is incorrect as printed on this creature's card. See the Slaying Arrow entry for the correct definition.

sonic: (Keyword) A type of energy.

Sorcerer Spells: This creature's stat card lists its spells and a separate series of check boxes (□) for each level of spell it can cast. The creature can cast any spell on its stat card, but each casting marks off one check box at the spell's level. When all of a given level's check boxes are used up, the creature can't cast any more spells of that level.

Soulmelds (Choose 1 effect. Soulmeld effects end immediately if this creature is eliminated.) See the Armguards of Destruction entry for a related clarification.

space: The square or squares a creature occupies.

***spark of life*:** This spell also ignores Spell Resistance All. When a construct loses Construct Traits or an undead loses Undead Traits, it also loses Fearless and Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, and Stun, even if those effects are listed separately on its card. A construct or undead affected by this spell can be affected by heal effects and negative damage (as if the creature were not undead or construct). An undead affected by this spell cannot be Turned. The target's Type does not change. This spell has no effect on creatures that are not either constructs or undead.

Speed: (Creature Statistic) The number of squares a creature can move. See Movement on page 10 of the *War Drums* rulebook. The maximum distance a creature can move is determined based on its speed when that instance of movement begins. Changes to a creature's speed during movement do not affect the distance the creature may move during that instance of movement.

speed weapon augmentation (touch; choose a ranged attack or melee attack; target creature gains an extra attack of the chosen type on each of its turns) Treat the affected creature as though the extra attack were printed on its card. In other words, the affected creature can only use the extra attack if it doesn't move on its turn or if it would otherwise be allowed to make all of the chosen type of attacks listed on its card.

spell: A magical effect that certain creatures can use instead of attacking. See Spells beginning on page 22 of the *War Drums* rulebook.

Spell Focus [#] (Whenever this creature casts a spell, the DC is +[#] over the printed number) This ability only increases the DCs of spells that have a DC printed on the card. It does not increase the DC of the Purple Dragon Knight's *fear* spell, the Silver Sorcerer's *scare* spell, or a cure spell that is cast on an Undead creature because those spells do not have a DC printed on the card.

Spell Immunity (SPELLS) The creature is completely unaffected by the listed spells.

spell level: A number from 1st to 9th that indicates the relative power of a spell.

Spell Penetration (Roll twice to overcome Spell Resistance)

Spell Resistance (May ignore spells unless the caster rolls 11+) When casting a spell that would affect this creature, the caster rolls d20. On a roll of 11 or higher, the spell affects this creature normally; otherwise the spell has no effect on it. This creature can choose not to resist a spell.

Spell Resistance does not provide any protection against bonuses or abilities that enemies receive from spells cast on them. For example, a creature under the effect of a *bull's strength* spell (touch; melee damage +5) still deals the additional damage with a melee attack that hits a creature with Spell Resistance.

Some spells specify that they ignore Spell Resistance. Don't make a Spell Resistance roll for such spells; they automatically succeed. They even affect creatures with Spell Resistance All (see below).

Spell Resistance FAQ:

Q. If a creature targets an area effect spell at an enemy, and the enemy successfully resists the spell with Spell Resistance or Spell Resistance All, does the spell still go off? Can it affect other creatures in the area?

A. Yes, the spell might affect other creatures in the area. Neither Spell Resistance nor Spell Resistance All prevents a spell from taking effect; those abilities only protect individual creatures from being affected by the spell.

Spell Resistance All (Ignores all spells) This creature is never affected by a spell that allows a Spell Resistance roll, and it can't choose not to resist such a spell. Spells that ignore Spell Resistance can still affect this creature. See the Spell Resistance entry for related FAQs.

spellcaster: A creature that has a Spells entry or a Sorcerer Spells entry on its stat card is a spellcaster. See also caster.

Spells:

Spells FAQ:

Q. Do ranged spells such as *Melf's acid arrow* or *lesser fire orb* require an attack roll? What about touch spells such as *inflict moderate wounds*?

A. No. Spells never require an attack roll unless the spell's description says so explicitly.

Spellscale Sorcerer (*War of the Dragon Queen*: CG, 15/60) The Counterspell ability is incorrect as printed on this creature's card. See the Counterspell entry for the correct definition.

spike stones: (terrain) Squares containing spike stones count as difficult terrain (see above). Whenever a creature whose movement is slowed by difficult terrain moves into a new square containing spike stones, it takes 5 points of magic damage. Creatures that are not slowed by difficult terrain take no damage from spike stones. A creature that is not routing cannot move into a square containing spike stones if that terrain would deal enough damage to destroy it.

spores of the vrock (each adjacent creature; 10 damage and Poison [5 damage whenever poison creature activates], can be cast while adjacent to enemy; DC 14) *This supersedes differently worded card text.*

Spring Attack: This creature can move, make a melee attack, and then move again, as long as the distance it moves during its turn doesn't exceed its Speed. The creature gains no special protection from attacks of opportunity caused by its movement. This ability does not allow a creature to move, use a spell or ability that replaces attacks, and move again.

Spring Attack FAQ:

Q. Can a creature use Spring Attack to move after charging?

A. Yes. In the skirmish game, charging is just a special case of moving and attacking that has a few benefits and restrictions. Like any other case of moving and attacking, a creature can use Spring Attack to move again afterward so long as the distance it moves during its turn doesn't exceed its speed.

Squad Activation (All creatures in your warband named NAME must activate as a single activation) All creatures in your warband with the specified name must activate at the same time (make decisions for each one at a time). All these activations count as one your activations in this phase.

Squeezing: Large creatures can squeeze into or through a space 1 square wide, and Huge creatures can squeeze into or through a space 2 squares wide. See Big Creatures and Moving on page 10 of the *War Drums* rulebook.

Squeezing FAQ:

Q. Can a creature squeeze to make its space smaller when impassable terrain doesn't require it to? It might want to do this to avoid spike stones or to avoid provoking an attack of opportunity.

A. No. The only reason a creature can squeeze is to move into or through an area where impassable terrain would otherwise make the movement impossible. Creatures cannot squeeze simply to avoid undesirable situations.

Q. Can a creature be set up in its starting area such that it begins a battle squeezed?

A. No.

stacking: See the Stacking section of the Supplemental Rules.

Stagger (This creature can charge even if it does not move in a straight line) It can charge even without a clear, straight path to its target, and it does not have to take the shortest path. It is still subject to other normal charge restrictions: It can charge only the nearest enemy, it must move at least 2 squares, and its path can't pass through other creatures or terrain that slows or prevents movement. It must still end up in the nearest space adjacent to the target of the charge.

statue: (terrain) Statues slow movement and provide cover against ranged attacks. It costs 2 squares to move into a square containing a statue (or 3 squares if moving diagonally). A creature can't end its movement in a square containing a statue. Statues provide cover to creatures behind them but don't block line of sight.

Stench (Adjacent living creatures without Stench get attack –2, save –2, and –2 AC) *This supersedes differently worded card text.*

Steep Slope: (terrain) A nonflying, nonburrowing, non-Incorporeal creature that enters a steep slope square is immediately pushed to the nearest legal space that is on the bottom of the slope, can't move for the rest of that turn, and then takes 5 damage (in that order). A flying, burrowing, or Incorporeal creature that ends its turn on steep slope, or that is moved into a steep slope square on another creature's turn, is similarly affected. If the bottom of the slope is not clear from the map illustration, use the orientation of the Steep Slope labels to determine the down direction; the bottom of the words of a label marks the direction of the bottom of that steep slope section.

Storm Silverhand (*Blood War*: CG, 23/60): See the Fearless entry for FAQs related to this creature's Commander Effect.

Strike in the Air (Once per turn, if this creature uses Pushback against an adjacent enemy, it can make 1 additional attack against that enemy) The attack takes place after the enemy is pushed. This ability has no effect if the enemy is not pushed.

Strikeback (Whenever this creature takes damage, it may make one immediate melee attack)

Strikeback FAQ:

Q. Does the Strikeback ability allow a creature to make a melee attack even when it takes enough damage to destroy it?

A. Yes. In addition to its obvious use, Strikeback allows a creature to attack when it has taken enough damage to be destroyed. However, if a creature somehow has both the Strikeback and Death Strike abilities, it gets to make only 1 melee attack when it is destroyed.

Q. If a creature with Strikeback takes damage when it hits another creature, does it get a Strikeback attack? This could happen if it hits a creature with the Fire Shield ability or is hit by some other creature's Strikeback attack.

A. Yes. A creature can make multiple Strikeback attacks on the same turn if it keeps taking damage, regardless of the source of that damage.

Q. Must a creature make its Strikeback attack against the enemy that damaged it? What if that enemy is too far away?

A. A creature can make its Strikeback attack against any enemy that it could normally attack. In fact, if the enemy that damaged it is too far away to make a melee attack against, the Strikeback attack must be against some other enemy within range if the creature chooses to use this ability. If no enemies are in range, the creature cannot make its Strikeback attack.

Stonestep: Because it uses "place" language, this ability does not count as movement.

Stun/stunned: (Keyword) A creature subject to a Stun effect is stunned. A stunned creature is not active; it can't move, attack, use abilities that replace moves or attacks, cast spells, take swift or immediate actions, or use special abilities that have to be activated or targeted, but it is not helpless. A stunned creature takes a –2 penalty to AC. A stunned creature doesn't threaten adjacent squares or grant a bonus for flanking. A stunned commander can't put other creatures under command or add its Commander rating to initiative checks, and its Commander Effect does not function.

A stunned creature stops being stunned at the end of its next turn. In other words, it loses one chance to act; if an effect such as "skips next turn" prevents it from acting in its next turn, it remains stunned until it misses a turn in which it could act.

Stunned creatures still make morale saves, though routing creatures can't move until they are no longer stunned. A stunned commander can add its own Commander rating to its morale save if a higher-rated commander is not available to help.

Stun/Stunned FAQ:

Q. If a stunned creature is stunned again before it has had a chance to activate (and thereby become unstunned), is it now "double stunned" for a total penalty of -4 to AC? Does it require 2 separate activations to become unstunned?

A. No. A creature that is stunned again while it is already stunned isn't penalized further. It takes only a -2 penalty to AC and it recovers from all of the Stun effects at the same time.

Stunning Attack: (DC [#]) This creature can make a special melee attack to incapacitate an enemy. This must be declared before making the attack. If the attack hits and deals damage,the damaged creature must succeed on a save against the listed DC or be stunned (see Stun, above).

If this creature has more than one use of Stunning Attack, it still can use it only once per turn.

summon/summoned: (Keyword) A summon spell brings a creature or creatures matching the specified restrictions onto the battle map within 6 squares of the caster. (The controlling player must provide the appropriate miniatures.) A summoned creature does not activate on the round it appears, but afterward it activates as a normal member of the warband. A summoned creature does not add to a warband's cost, but it does score victory points for the opponent who eliminates it. Summoned creatures do not count against the eight- creature limit for your warband. After being summoned, a creature takes on the faction of its summoner's warband (regardless of the faction printed on its stat card).

Commanders can't be summoned. Summoned creatures cannot summon other creatures, even if they have summoning spells or abilities.

A summoned creature is immediately eliminated if the creature that summoned it is eliminated. You score victory points for any enemy summoned creatures that you eliminate in this way.

Ignore any Requires CREATURE special ability that a summoned creature has.

In Limited formats, a summon spell works only if you have the appropriate creature or creatures in the limited pool of creatures from which you construct your warband. (This usually means that summon spells don't work well in

Limited play.) Once eliminated, such a creature could be summoned again later in the same battle with a different use of the spell.

Summon/Summoned FAQ:

Q. Is a creature automatically under the command of the spellcaster who summons it?

A. No. Summoned creatures are subject to the normal command rules as well as the normal Difficult and Wild ability rules. To be under command, a summoned creature must have line of sight to or be within 6 squares of a commander whose Commander rating is at least as high as the creature's Difficult rating (if any). Additionally, there must be a creature in your warband with a suitable Beastmaster ability in order to put a summoned Wild creature under command.

Q. Must a summoner have line of sight to the space that a summoned creature appears in?

A. No. The summon/summoned entry requires only that the summoned creature end up within 6 squares of the summoner (measured around walls, not through them). So long as that is true, the summoner need not have line of sight to the space the creature appears in.

Q. Can a caster summon 2 or more different types of creatures with a single spell or effect, assuming that spell or effect allows all those creature types to be summoned?

A. Yes, provided the total cost doesn't exceed the limit specified by the spell or effect.

Q. Can a caster summon a creature that doesn't match its faction? For example, can a Chaotic Good caster (such as an Evermeet Wizard) summon Medium Fire Elementals (CE) or Dire Rats (LE)?

A. Generally, yes. Summoned creatures do not need to match the summoner's faction. When summoning, the only time faction matters is when there are faction restrictions in the particular summon spell's description. Because the Evermeet Wizard's *summon monster III* spell doesn't list any faction restrictions, it can summon creatures regardless of the factions printed on their cards. In contrast, the Cultist of the Dragon's *summon monster II* spell allows it to summon only evil Outsiders, so it cannot summon a creature unless at least 1 of the 2 evil factions is printed on the creature's card. The Cultist of the Dragon can also summon a creature that has 1 or both good factions printed on its card, so long as the creature also has at least 1 evil faction printed on its card. Regardless of its printed faction, in a normal Constructed battle, a summoned creature takes on the faction of its summoner's warband.

Summoning Circle: (terrain) When a creature summons another creature using a *summon* spell of any kind, its controller can have the summoned creature enter play on a summoning circle within range (any square containing part of a summoning circle is eligible). If it does, the summoned creature can activate on the round that it enters play. The summoned creature's activation counts as one of its controller's normal activations.

Swarm of Spiders (*Underdark*: CE, 58/60) If an enemy fails the save versus this creature's Trample ability, that enemy is poisoned. In other words, an enemy who fails the save versus Trample does not get a second, separate save to avoid the Poison.

swift/swift action: (Keyword) A creature may use one swift action during its turn (but not during other creatures' turns). This doesn't count against its normal actions and does not replace its attacks. A creature can take a swift action before any of its other actions, during movement, or after any of its actions during its turn.

switch position: (Keywords) The acting creature switches positions with its target or causes two other creatures to switch positions. If the two creatures occupy spaces of the same size, simply swap their locations on the battle map. If the creatures switching places occupy spaces of different sizes, they can switch positions only if there is a legal placement for the larger creature. The larger creature must completely cover the space previously occupied by the smaller, and the smaller must fit entirely within the space previously occupied by the larger. The acting player controls the exact location, so long as it is a legal position.

If either creature resists the spell or ability, the switch effect fails.

Being switched out of or into a square threatened by an enemy creature does not provoke an attack of opportunity.

Tactics (When you activate this creature, choose whether it counts against your limit of activating 2 creatures per phase) *This supersedes differently worded card text*. Using this ability is optional. Your phase ends after you have activated the second creature that counts against the limit of 2 per phase.

teleporters: (terrain) Teleporters are single squares that count as clear terrain except for the following special rules. During its turn, any active creature that moves into or begins its turn on a teleporter square can, as a swift action, be

placed in any other teleporter square and continue its turn. Teleportation can occur in the middle of movement and does not count against a creature's normal actions, nor does it replace its attacks.

A creature can teleport only once per round. Even a creature with Dual Activation, or one that somehow gains the ability to take another turn, can't teleport twice in the same round.

A creature can teleport only to an unoccupied teleporter square, regardless of special abilities such as Incorporeal and Flight. A creature can't teleport into an illegal position (generally a wall square or another creature's space) even if it has movement left.

A routing creature cannot use a teleporter square.

threaten: An active creature threatens all squares adjacent to it and in its own space. See Threatening on page 11 of the *War Drums* rulebook.

Thorny Grasp (Replaces attacks: range 6; target creature is entangled and takes 5 damage each time it activates until its save succeeds; DC [#]) As with other Entangle effects (see that glossary entry), Thorny Grasp does not require an immediate save. Once the affected creature makes its save, both effects of this ability end.

Thrall of Blackrazor (*Unhallowed*: CE, 57/60): The Unholy Haste ability is incorrect as printed on this creature's EPIC card. See the Unholy Haste entry for the correct definition.

tied die rolls: If players tie for the highest initiative, the player whose commander has the highest Commander rating wins. If there's still a tie, the tied players reroll.

Timber Wolf (*Deathknell*: Any, 27/60): See the Graycloak Ranger entry for clarification of how this creature may be used with the Graycloak Ranger's Minions ability.

Tiny: A Tiny creature has a base less than 1 inch across but occupies 1 square.

Tiny Reach: See No Reach.

Tomb of Queen Peregrine: (battle map) All of the mausoleum and obelisk squares are considered to be walls.

touch: (Range) The acting creature can target itself, any adjacent creature, or any creature within a number of squares equal to its Melee Reach rating. (The acting creature must have line of sight the target in order to affect it via Melee Reach.) Touch spells can be cast even when an enemy threatens the acting creature's square.

Trample [#] (Can move through a smaller enemy's space to deal [#] damage; DC [##]) This creature can use Trample once during its turn. This ability does not allow a creature to enter more than one enemy's space during its movement (but some other ability might). A trampling creature must still end its movement in a legal position. If this creature's last square of movement would be into an enemy's space, it can't Trample that enemy. A trampling creature still provokes attacks of opportunity unless it has some other ability that allows it to ignore attacks of opportunity. Using Trample doesn't replace a creature's attacks for the turn. Trample is an activated ability and so cannot be used while routing.

Troglodyte (*Dragoneye:* CE, 60/60): The Stench ability is incorrect as printed on this creature's card. See the Stench entry for the correct definition.

Troll (*Harbinger:* CE, 77/80): The Reach Attack 2 ability should instead be named Melee Reach 2. See the Melee Reach [#] glossary entry for the definition.

Turn Undead [#]: (Replaces attacks) This creature can attempt to turn the nearest Undead creature (enemy or ally) of the listed level or lower. Only Undead creatures within 12 squares and to which this creature has line of sight can be affected.

Undead creatures have Fearless, but the effects of this ability are an exception: To resist turning, the Undead creature must make a morale save with normal chances of failure instead of automatic success. If the save fails, the Undead creature routs. A commander in the Undead creature's warband can grant bonuses on this morale save and can even attempt to rally the Undead creature with normal chances of failure. If the Undead creature is not rallied, it exits the battle map like any other routing creature.

type: A line on the stat card containing one or more keywords that identify the creature for the purpose of determining whether it is affected by certain special abilities and spells. All terms separated by dashes are part of the creature's type, as are all terms inside parentheses (the format used in earlier sets).

Some types of creature have special abilities granted by their type, as listed in this glossary.

Tyrannical Morale +[#]: (Commander Effect) If you wish, this commander can give a follower within 6 squares an additional bonus on its morale save equal to the listed number. However, if the save fails, that creature is destroyed instead of routing. The opponent whose creature triggered the morale save or originally caused the creature to rout receives victory points for eliminating the creature.

Undead: (Creature Type) Undead are not living creatures. Undead have Fearless as well as the following special abilities: Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun. Heal effects deal damage to Undead (see the heal entry).

There is one exception to Undead creatures' Fearless ability: They must make morale saves against the Turn Undead ability (see that entry, above) and morale saves to rally if they are turned.

Unhallowed Sight (All creatures within line of sight lose Turn Undead; Undead creatures within line of sight get attack +1) Creatures only lose special abilities with Turn Undead in their name, including Greater Turn Undead. It does not cause creatures to lose other effects (such as chill touch or Turn Shapechanger) that use the Turn Undead mechanic, but which do not have Turn Undead in their name. An affected creature only loses Turn Undead as long as this creature has line of sight to it.

Unholy Haste (This creature can take another activation, which does not count against your limit of activating 2 creatures per phase; use only during your phase) *This supersedes differently worded card text.* This ability can only be used during a phase in which you already have activations to use. The extra activation can only be taken before, between, or after your other activations in that phase; it can't interrupt another creature's activation.

Unique (Only 1 creature whose name contains NAME in your warband) For example, Regdar, Human Fighter and Regdar, Adventurer both count as "Regdar"; you can have only one or the other in your warband.

Each of your opponents and teammates can have their own copy of a Unique creature.

The Unique ability does not preclude you from gaining control of an enemy's Unique creature when you already have a copy of that creature in your warband.

Vampire Aristocrat (*Archfiends:* CE, 57/60): The Energy Drain special ability should instead be named Level Drain.

Vampire Hunter (*Unhallowed*: LG, 11/60): The Wooden Stake ability is incorrect as printed on this creature's card. See the Wooden Stake entry for the correct definition.

Van Richten (*Unhallowed*: LG, 10/60): The Commander Effect should say "starting hit points" instead of "maximum hit points."

Venomous (Poison that deals damage when a creature activates deals an additional 5 damage) This ability applies to all creatures in all warbands (including this creature's warband) and has no range limit. It applies as long as this creature is on the battle map.

Vermin: (Creature Type) All Vermin creatures have the following special abilities: Immune Confusion, Dominate, Incite, Sleep.

victory area: Each battle map contains victory areas, each labeled for the player who scores victory points for occupying it. See the Assault scenario on page 28 of the *War Drums* rulebook.

Creatures with certain abilities, such as Scout and Wandering Monster, can set up in victory areas instead of in starting areas.

Virulent Poison (10 damage whenever poisoned creature activates; DC [#]) Virulent Poison stacks with regular Poison because the two do not have identically worded effects. See the Poison/poisoned entry for more details.

Vulnerable ENERGY: This ability appeared in earlier sets. It has now been replaced by Double Damage from ENERGY (see that entry). Treat a creature with Vulnerable ENERGY as having that special ability instead.

Wall Transformation (Replaces attacks: Each square of this creature's space becomes a wall in all respects until the start of this creature's next turn) While this creature's space is a wall, all of the following apply:

It can't move or be forced to move by other effects. It can't attack or be attacked for any reason (including attacks of opportunity). Neither line of sight nor line of effect can be traced to it, and it can't trace line of sight or line of effect to other creatures or squares. It doesn't count as adjacent to other creatures or squares. It doesn't count as the nearest enemy. It can't be targeted by ranged spells, ranged special abilities, or spells and special abilities with a range of touch. It can't be affected by area effects or any effect with a range limit (including Commander Effects). It can still be affected by effects with a range of your warband or any warband, as well as effects that affect all creatures on the battle map.

Spells and abilities with continuous or recurring effects that affected this creature before its space became a wall continue to affect it normally so long as the recurring effect is not prevented by the other Wall Transformation restrictions. For example, although this creature can't be targeted by a *Mordenkainen's sword* spell while its space is a wall, a previously-cast *Mordenkainen's sword* spell can continue to damage this creature even while its space is a wall. In contrast, this creature can't be attacked by a previously-cast *spiritual weapon* spell while its space is a wall because all attacks are prevented by Wall Transformation; of course, *spiritual weapon* can continue to affect this creature after Wall Transformation has ended.

The normal terrain in its space is replaced by walls; any other terrain in its space does not function. Thus, it can't use teleporter terrain, can't be affected by risky terrain, and so on. Victory areas and starting areas are unaffected, since those are not terrain types. Thus, it can still score victory points for occupying a victory area. The walls in its space are contiguous with other walls that this creature's space is adjacent to (including diagonally, where the two walls touch just at a corner).

If this creature is somehow eliminated before the start of its next turn, the Wall Transformation effect ends immediately.

Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall) This creature gains Flight even for movement that does not occur on its own turn, such as when routing or when subject to Grant Move Action. Flight gained via this ability lasts until the end of the turn in which it was gained. This creature could gain Flight again on a later turn, of course.

walls: (terrain) Walls and solid stone block movement and line of sight. (See page 15 of the *War Drums* rulebook for rules on line of sight.) A creature can't move or make a ranged attack through a wall. A creature also can't move diagonally past a corner or end of a wall. Count around walls to see if commanders are close enough to influence the creatures in their warband. (See the diagram on page 20 of the *War Drums* rulebook.)

Impassable terrain with no grid overlaid on it, such as ship hulls in the Field of Ruin battle map, counts as walls.

Wandering Monster (Sets up on a random victory area instead of your starting area) *This supersedes differently worded card text*. Instead of placing this creature in your starting area at the start of the skirmish, place it in a random victory area. This creature does not need to be entirely in the designated victory area, but at least one square in this creature's space must be a square in the victory area. In other words, you may put it entirely in the designated victory area, but you are not required to do so if you don't want to. If it isn't possible to place this creature in the victory area, place it in your starting area. Don't reroll to determine a different random victory area. If this creature enters the battle map after the first turn, it enters like any other creature.

War Weaver (*War of the Dragon Queen*: LG, 9/60): The *dimension hop* spell is unclear as printed on this creature's card. See the *dimension hop* entry for clarification of that spell.

Although this creature may use Eldritch Tapestry to cast *bull's strength* on herself and up to 3 adjacent allies, this creature doesn't gain any benefit from the spell because her cost is greater than 16. Each targeted adjacent ally can still benefit from *bull's strength*, as long as its cost is 16 or less.

Warband Building: (Commander Effect) Adding this creature to your warband allows you to break one or more of the usual warband construction rules. Usually, this ability allows you to ignore faction restrictions for a certain type or kind of creature. Because this is a Commander Effect, it doesn't apply to other commanders, so you normally can't use Warband Building to add an off-faction commander to your warband.

Warband Building FAQ:

Q. Does Warband Building allow you to include a nonfaction creature in your warband if the creature's Difficult rating is higher than the commander's Commander rating? For example, can I use a Red Wizard's (Commander rating 3) Warband Building ability to include a Blue Slaad (Difficult 6) in my warband?

A. No. Warband Building is a Commander Effect, and Commander Effects don't affect creatures whose Difficult ratings are higher than the commander's Commander rating. The Red Wizard does not allow you to include the Blue Slaad in your warband.

Warpriest of Hextor (*Deathknell:* LE, 45/60): The *wrack* spell's range is incorrect as printed on this creature's card. See the *wrack* entry for the correct definition.

The Commander Effect doesn't necessarily have anything to do with the order of attacks listed on a follower's card. What matters is the order that the follower's attacks actually happen in. Because a creature can make its attacks in a different order than they are listed on its card, a Large Blue Dragon – for example – might want to make its secondary attack first, then make its primary attack second, and finally end up using its tertiary attack third. If the Large Blue

Dragon is receiving this Commander Effect, its primary and tertiary attacks would each receive a +4 bonus because they are the second and third attacks it is making on its turn. Similarly, if a creature has only one melee attack listed on its card, it can still benefit from the Warpriest's commander effect if it has a way to make more than one attack on a turn. For example, a Medium Water Elemental has just one melee attack listed on its card, but it also has Cleave. If it gets to make a Cleave attack while receiving this Commander Effect, the Cleave attack gets a +4 bonus because it is the second attack the Medium Water Elemental is making on a turn.

Waterfall: (terrain) Waterfall hampers ranged attacks. The target of any ranged attack (but not spell or special ability) that passes through the waterfall gain Conceal 11 against that attack. A ranged attack passes through the waterfall if the line that was used to determine line of sight touches any waterfall square, even at a corner.

Waylay (This creature starts off the battle map; before rolling initiative for a round, you may place this creature on a victory area of your choice. Use only once per battle.) *This supersedes differently worded card text.* Instead of placing this creature in your starting area at the start of the battle, it may start the skirmish off the battle map. If this creature starts off the battle map, you may bring it into play at the start of any round; place this creature on a victory area of your choice immediately before rolling initiative for that round. Until this creature is on the battle map, it counts as eliminated and scores victory points for the opponent. If 2 or more players both want to bring a creature with Waylay into play at the start of a round, those players roll 1d20. The player with the highest roll chooses who places their creatures with Waylay first, then proceed clockwise around the table.

Werewolf Lord (*Unhallowed*: CE, 60/60): Add Large to this creature's Type line so that it says "Large Humanoid - Human - Shapechanger."

In order to gain Fearless via the Bloodlust ability delivered by this creature's Commander Effect, a follower of the appropriate type must benefit from the Commander Effect at the time that follower destroys a living enemy. If the follower doesn't currently benefit from this creature's Commander Effect (such as whenever it is within range of an enemy's Countersong), it doesn't currently gain Bloodlust, and thus doesn't currently gain Fearless.

Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy creature within its Melee Reach) Entering difficult terrain or being slowed in some other fashion prevents using Whirlwind Attack. This ability replaces a creature's attacks. If a creature has no Melee Reach listed on its stat card, it can attack each adjacent enemy once.

Whirlwind Attack FAQ:

Q. When my creature uses its Whirlwind Attack ability, do I make 1 attack roll and apply it against each enemy, or do I make 1 attack roll per enemy?

A. You make a separate attack roll against each enemy.

Wild (Always out of command) The Beastmaster special ability removes Wild from Animals or Magical Beasts of the specified level.

Wild Magic Aura: This ability applies to spells cast by any creature, including enemies. For spells that allow saving throws for half damage, adjust the damage before the saving throw. The effects of multiple Wild Magic Auras do not stack. The acting player can choose which aura result to use.

Wild Magic Surge: This ability triggers any time the result of the d20 roll for Wild Magic Aura is 11 or greater (even if no damage is taken from the spell -- e.g., because of Incorporeal). However, if a spell is potentially affected by multiple Wild Magic Auras, only the Wild Mage that actually affected the spell will be able to use his Surge to regain hit points (see Wild Magic Aura).

Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower) Two or more commanders with this ability can benefit from each others' Commander Effects.

witchknife greater command (choose a type of creature; Stun all creatures of that type; DC 18) The spell affects every creature on the battle map (potentially including this creature and its allies) with the chosen type in its type statistic. See the Choosing Creature Types section of the Supplemental Rules for more details.

Wizard of Turmish (*Unhallowed*: CG, 27/60): The Wizard of Turmish's faction text incorrectly identifies it as LG/LE (although the symbol correctly identifies it as CG). The Wizard of Turmish is CG.

Wood Woad (*Deathknell*: CG/CE, 29/60): The Woodland Stride ability has been updated to work with preprinted battle maps. See the Woodland Stride entry for the new definition.

Wooden Stake (If this creature's melee or ranged attack hits an Undead enemy whose name contains Vampire, destroy

that enemy; DC 20) *This supersedes differently worded card text.* The Wooden Stake ability does not replace attacks; it augments one of this creature's normal melee or ranged attacks. If the enemy's save succeeds, it still takes normal damage from the attack.

Woodland Stride (Not slowed by forest terrain) *This supersedes differently worded card text*. This creature is also not affected by terrain identified as "tangle."

wounded: A wounded creature is one whose hit points are less than its starting amount.

wrack (range 6; Paralysis, Humanoids only; DC [#]) *This supersedes differently worded card text*.

Wulfgar, Ranged Attack (*Night Below*: CG, 25/60)**:** Wulfgar's ranged attack is like a Range 6 attack but can target a creature up to 12 squares away.

Young Master (*Giants of Legend*: LG, 8/72): Followers get the bonus to attack and damage from the Young Master's Commander Effect even if the target of the attack has the Immune Stun ability or makes a successful save against a follower's Stunning Attack.

your warband: (Range) A spell or ability with this range affects all creatures in your warband, no matter where they are, and even if they were added to your warband after the spell or ability was used. If the spell or ability allows a save, each affected creature makes the save separately. Creatures added to the warband after the effect was started save against the effect immediately as they are added to the warband.

Your Warband FAQ:

Q. Does *divine protection* or any other spell with a range of your warband affect creatures with the Spell Resistance All ability?

A. No, generally not. Creatures with Spell Resistance All cannot be affected by a spell unless the spell ignores Spell Resistance. Spells with a range of your warband are no exception.

Zone of Death: (terrain) Any creature in a zone of death square that takes damage from a melee attack must make a morale save.